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EGM

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WE'RE SORRY FOR BEING HONEST...

Last week I got my first experience at being on the road. I flew out for the Sega/Capcom press conference that unveiled the 'unsecret' Street Fighter 2 CE. After the conference I called up some of the companies in the San Francisco area to stop by for a visit. After the normal social greetings, the subject always got around to one common subject - game reviews. "Why did our game only get a 4?" was the standard question. Unfortunately, the answer was the same also. "The game only deserved a 4." While not the first time I had to answer for a low review, as phone calls come in every week about items published in our magazines, but telling it to people face to face is something different. It's not an easy thing to say to a product manager sitting across the table, who has probably hundreds, if not thousands of hours, and an equal amount of money invested in making a game. It is doubly tough because companies know that a low number review will mean smaller sales in the stores, not only from fewer players buying the games, but also from smaller initial purchases from the larger retail chains. We happen to be the major source of information for many of the video game buyers. They take our reviews into consideration when they make their nationwide purchases. It is quite a responsibility but in the goals that Steve set years ago, our reviews will always represent our honest, unbiased opinions of the games. This attitude also carries through all of the sections in the magazine. While other magazines may have a more upbeat attitude, and every game gets smiling faces, that type of facade is easy to see through and players start to ignore the ratings and quickly lose faith in the integrity of the magazine.

The same attitude goes towards the editorial. I could play it safe and just tell you what is in this issue. But that just repeats the table of contents. Rather you will see opinions about the industry here. Sure I get a lot of angry calls and letters from the companies and readers about anything negative that I wrote regarding a particular system or game, but these editorials aren't just random thoughts from someone new to the industry. I'm one of the old timers, having been to over 25 Consumer Electronics Shows, and dozens of Japanese and European trade shows. After a while it isn't too hard to be able to read between the lines to see what a company is really saying or doing.

Most importantly, many of the editorials represent what our readers are saying. I read each and every letter that you send in, and you, the readers do have a voice in the industry. If we get a thousand letters from Super NES players who are worried that the mighty Nintendo may take out the blood and fatalities in Mortal Kombat (as we have) that message will be passed on to the powers that be at Nintendo. It may not make a difference to the Big 'N, but we are here to get the message to them. So keep your letters coming in. It does make a difference! Don't just stop there, though. We are starting to offer more controversial subjects in our letters column. Let us know your opinion. And finally, take a moment to let us know what you think of the magazine. We are constantly evolving, and with your input, the biggest and best will stay on top.

Ed Semrad Editor



Shakin' and breakin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with the Junkman...The Incredible Crash Dummies™ are guaranteed to crack you up!

So don't bang your head against the wall! Get The Incredible Crash Dummies™ on NES™, Game Boy® and Game Gear™ – and meet some real headbangers!!!





Hearthe Sound razor-sharp adamantium Claws make as they extract their revendo



Juggernaut is one tough mutant, eve against Wolverine's fierce claws. Fire Gambits energized eards and introduc Juggernaut to Storms tornado force wind





Sabretooth growls his defiance. Cyclops needs Archangels razor sharp blades to help Nightcrawler and him tack to his maker.



Globs watches for Sentinel attacks as Gambit uses Teeman's bridge to annihilate the hovering Sentinel.



The final battle takes place on Astroid M. Defeat Magneto's Acayots and the Master of Magnetism appears



MARVEL

THE SHEET



STREET FIGHTER 2 Champion Edition for Genesis! Check out this exclusive!

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The epic journey of Adol continues in Y's IV: Mask of the Sun. Plus, shooting action with Esperanza and mystery with A-Rank.

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NEXT WAVE

THE LATEST AND GREATEST!

The first pix of Sega's Phantasy Star IV for the Genesis. Thrill to Alien 3, General Chaos, G-2 and Spider-Man 3!

SPECIAL FEATURE

STREET FIGHTER SPECTACULAR!

We've got the hot new pix for Street Fighter 2 on the Genesis. This Champion Edition is sure to blow your mind!

BEHIND THE SCREENS

CHIP OFF THE OLD BLOCK!

Jez San of Argonaut Software talks about his work on the Super FX chip, debuting in Nintendo's new space shooter, StarFox.

EGM LIFESTYLES

STREET FIGHTER COMIC!

Check out the second part of Malibu's fantastic Street Fighter comic! It's a sure hit with all SF fans!

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE

FOURTH TIME! Why settle for anything less than The Greatest?'



"Tije grapides are topnoteij and includa soma incredible rotation like YOU have never seen on the Genesis" ...tids eart is a boxfort hot's dream. MUHAMMAD ALKS BEAVYWEISHT BOXIMA by Virdio is sure to knockout the compatition."

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ELECTRONIC GAMING *MONTHLY* THE BIGGEST AND BEST!!

FACT-FILES

SUPER NES TIMES

Save the Rairatto System from the clutches of the evil Emperor Androv in StarFox with the new Super FX chip! Mario takes a back seat to his brother in Mario is Missing; see if you have what it takes to be the Ultimate Fighter; spin to take out your foes in Taz-mania, and prey on the aliens with your extensive weaponry in Aliens vs. Predator, Plus, the action, magic and fun of Brawl Brothers, Spellcraft and Super Widget.

OUTPOST SEGA

Take command of special forces in the action-packed sequel Jungle Strike. Get ready for some futuristic combat in Cyborg Justice! Or, if you're in the mood for some sports competition, try to ace your opponent in Amazing Tennis, clobber your rival in American Gladiators, or batter up for R.B.I. '93. Plus, 2Galt and Sorcerer's Kingdom. For the Sega CD, C+C's Make Your Own Music Video will really make you sweat! Plus, trouble in the Old West with Mad Dog McCree.

TEAM DUO

Destroy the Gofer Empire in Gradius 2, the sequel to the arcade classic Lifeforce. Take a shot at Riot Zone and Bonk 3, too!

NINTENDO FORCE

The Ultimate Team has arrived: Battletoads and Double Dragon fight the Dark Queen together. Ante up for Casino Kid 2 by Sofel.

CLUB GAMEBOY

\$6,00

\$6,00

Those tough-skinned frogs are back! Battletoads for the GameBoy in this issue, and get your gloves laced up for Ring Rage!

SUPER GEAR

Brawlin' brothers Billy and Jimmy Lee are back for some more fighting action in Double Dragon from Virgin.

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#44 StarFox • Mortal Kombat

#45 Dracula • SF2 Comic • Portables

This Gal Gets Around!



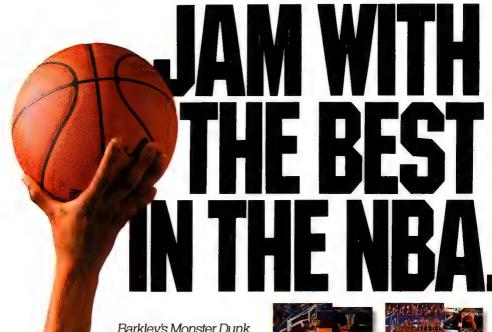
From Renovation/ Wolf Team

This Gal's been all over, from 70,000,000 B.C. to 4,000 A.D! She's traveling the world searching through time for the devious Luda. Help her stop Luda before the world is destroyed. Jump onto your time machine as you travel through 16 exciting eras from the past, present and future. Leap from plane to plane in a WWII dog fight, sail a Spanish Galleon on the high seas, battle robots in a space station and escape from hungry dinosaurs.

Can you and Time Gal brave the challenges and catch Luda before time runs out?

Here's one date you won't forget!





Barkley's Monster Dunk. Harper's Air-Reverse Slam. Malone's In-Your-Face Jam. Rice's 360° Slam. Manning's Double Pump Jam. Ewing's Bounce-Ball Slam.





Welcome to Jam City. Bulls vs. Blazers" and the NBA Playoffs." The updated version of the most popular basketball game ever. With

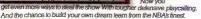
the complete rosters of all 16 East and West All-Star

Also available

on SuperNES.

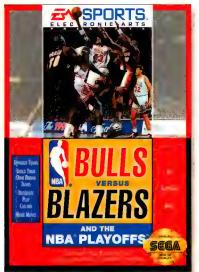
1992 NBA playoff teams. Updated stats. And the '92 squads.











You also get new signature moves that'll make vour head spin. Like Kersey's Gorilla Slam. Stockton's Behind-Your-Back Pass, And Owen's Alley-Oop Jam. It's the NBA's biggest guns. And all their shots.

You can even create your own dream team. Pick any player from the starting five of any playoff or All-Star squad. Then create a nightmare for the rest of the league.

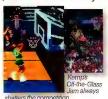
Plus there's much tougher "D." Smother the ball with a full-court or half-court press. Of course, the tougher your "D," the more you'll tire and commit fouls.

The action starts at Round 1 with all 16 playoff teams. From there, it only gets

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If it's in the game, it's in the game.



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Did something in this issue really get you thinking or burning? Put it down on paper or chisel it in stone and send it off to us if we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll just run it as the Psycho letter. Remember that anything you write and send to us can be used in the mag whether you like it or not. Keep the Mushnick letters coming as we still are looking for one psycho that agrees with him. Send your fetters and letter and instruct in lefface, Letters to the Editor, cho Sendal Publishing Group, 1920 Highland Avenue, Suter 222, Lorhand, Illinois 80148. And if you think we're going to answer your fetter, guess again. Try your congressman.

SF2 FOR GENESIS LIVES!

I have access to a computer bulletin board system and I have seen information that states Capcom will be bringing Street Fighter II: Champion Edition to the Sega Genesis. I own a Super NES and I feel that Capcom is abandoning me and all those who bought a copy of SF2 for the Super NES.

> Mark Kurt Louisville, KY

I was wondering if Street Fighter II is coming out on the Genesis? I just love the game. My parents won't let me have two 16-Bit systems, so I was just wondering if it will be available any time soon. Also, what will be the meg of this cart and what kind of six button controller will come out for it?

Daniel Dresser Vacaville, CA

If Street Fighter is supposedly coming out on the Genesis, I have a few burning questions for you:

- (1) Could it ever be better than the current SF2 for the Super NES?
- (2) Will it have the same awesome music as the Super NES?
- (3) And even the most important question of all, will it be Champion Edition?
- (4) Will the SF2 CE Turbo version then come out for the Super NES? Thanks guys, I know you have the answers.

Mike Morino Ventura, CA



It finally happened! Street Fighter II CE is coming to the Sega Genesis in June!

(Ed. As you can see by the cover of this issue. SF2 CE is indeed coming to the Genesis this June. Capcom officially announced the game on March 10, 1992 and at that time they also stated that a new Genesis version of their 6 button SF2 stick would be coming out later this summer. Sega also plans to have their 6 button controller out this summer. The Genesis SF2 CE will be 16 meg and Capcom states that it would cost the same as the Super NES version. From what we saw of the game the sounds and music are excellent. The control is good and the characters move very fast on the screen. The reduced color palette is noticeable but not objectionable. There will be improvements over the Super NES version (do a perfect round and the game says 'perfect') and it appears to be an awesome cart. As to a Super NES version... Capcom U.S. won't say, but sources in Japan are already talking about a new Super Famicom SF2 cart. Whether it will be Turbo CE or just CE has not been confirmed vet.)

STARFOX 2 IS ON ITS WAY!

I bought the Japanese version of StarFox and I think it's the most incredible game I've ever seen! The action is mind-boggling and the sound effects are some of the best ever! I would love to personally congratulate Nintendo for their excellent work in designing the SFX Chip for the best game on the market! Any word on a segue!?

> Raymond Jones Beaver, OH

As soon as I saw your preview pictures of StarFox in the February issue, I just knew I had to run out to the store and purchase it as soon as it came out. Well, I did and I love it! The missions are all long and challenging and the music is way above average! My question to you is: how long has Nintendo been working on this elusive SFX Chip? It seems that StarFox has just grazed the surface of what this chip can do! Will there be a sequel or any other games like it in the future?

Erik Swanson Minneapolis, MN

(Ed. Surprise! Nintendo didn't design the Super FX chip nor can they claim complete credit for StarFox! Both of these projects come from Argonaut Software in England! Check out our exclusive, revealing, Behind the Screens at Argonaut Software (page 110) for the REAL story that Nintendo will not talk about regarding the chip and game!)

This Ain't No Game.



HOR HOSKINS JOHN LEGUIZAMA PENNIS HOPPE



HOLLYWOOD PICTURES primes. A LIGHTWOTIVE / ALLEO FLIMMAKELS primes in advancation of civilego productions.

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Mad Griss Christopher Woods. Sang Mark Solublath. A.C.E. Grigger

STARTS FRIDAY, MAY 28 AT THEATRES EVERYWHERE

FULDIGAN, HA!

I have just received your April issue, and the first thing that I did was to look for your April Fools joke. After finding the phony listing of the Jaguar games in the Software Calendar, I had to immediately rush this letter to you in hopes that I might win some kind of prize for being the first to respond.

Roger Bench Orlando, FL

While I was reading my newly arrived April issue of EGM, I found your annual April Fools Joke, In your Software Calendar, a new section listing Jaguar games caught my eye especially since I know the system hasn't been released yet. Sure enough, the games were Virtua Pong 64, Adventure 199X and Yar's Revenge 2. I find this an excellent attack on Atari's vaporware promises about this system. While this prank is unlikely to cause international mania that your infamous Sheng Long trick resulted in last year, I suppose it is possible that I will soon see a bunch of clueless gamers lining up at Electronic's Boutique to buy Virtua Pong 64. Keep up the good work!

> Teddy Schall San Francisco, CA

I am pleased to say that I found the April Fools trick on page 37 in the April issue of your awesome mag. Virtua Pong 64, Adventure 199X and Yar's Revenge 2 definitely sound like Jaguar games. I'm sure you'll probably get letters from people that believed it. Do I get a game?

James Mohr Brooklyn Park, MN

I must admit that you guys had me fooled! I never would have thought about looking in the Software Calendar for an April Fools trick. I thought for sure it would be the Psycho Letter or even Power Modeler from the Next Wave section. Keep up the awesome news in the best magazine around!

Tony Reno Las Vegas, NV



ETTER OF THE MONTH!

from the control of t



The Road Avenger ad with the alleged subliminal message? WIN AN EGM T-SHIRT!

If you think you can be as loonie as Jon, we want to hear what you have to say. Just don't try to fool us with the phony "I'm serious" story. If you're weird enough, we'll send you an EGM T-Shirt that you can wear with pride at the funny farm!

'Dear EGM,

...Subliminal advertising focuses towards our subconscious minds. I am doing a research paper on how companies use this form of advertising to exploit the general public... I believe that Renovation uses it. It's the ad for Road Avenger. If you take a look at the open mouth, you'll see that aligned with the mouth are cracks in the windshield that form the letters S, E, and X...Companies make a lot of money doing this. Show this to everyone at the office and see what they think of this.

P.S. If you decide to publish this letter, PLEASE don't publish it as the Psycho letter because I am dead serious about this." Jon P., Horsham, PA

Jon P. of Horsham, PA almost had us fooled into believing the research paper story until Scanman, our resident loonie, spent two weeks with the ad and found something that looked like the letters. Are we close Jon? No one else saw it. Anyway, anybody who spends hours looking at ads

for secret messages is as crazy as they come. Try getting a life Jon, there is a real world out there! You might try playing video garnes too! But don't look at every screen for messages though.

You people are very cruel when it comes to April Fools pranks! Last year, the vapor-hero legend Sheng Long, now a vapor-system and games! When I saw that you added a new spot for the anticipated Jaguar game system in the Software Calendar, I almost cried! I was ready to blow another paycheck on this hot game system to add to my collection. However, my jaw dropped to the ground when I saw those heart breaking, phony, third-party software titles. I know, I should have been prepared. Hopefully, some day soon, the Atari 64-Bit Jaquar will claw its way to reality and take the world by surprise! It's the stuff dreams are made of.

> Casey D. Watkins Lawndale, CA

(Ed. Looking at the postmarked date on your envelope James. Roger's entry beat yours by a week. And Roger, just how did you receive your issue so quickly? Are you one of the readers who bought the exclusive \$500 Gold Seal Subscription program where the mag is sent out Fed Ex from the printer? Anyway Roger, since you were the first to get us your letter about your findings, we will be sending you an entire set of extremely rare golden Street Fighter II coins, a copy of the Genesis version of SF2 Champion Edition, and a funky-cool In Your Face T-Shirt to proudly display to all your jealous friends. What else would you expect from the biggest and best video game magazinel Enjoy those prizes and stay tuned for next year's surprise!)



As a matter of fact, we are so interested in the creatures you create, we would like you to take a photo of your favorite creation and send it to: Enix America Corp. 2679 to 1st Place N.E. Regenwelt. EVO conviest. On the beack of your photo phase include your return address and editions of following games: Acteliaser, Dargon Warrior III and Dragon Warrior IV. On game will be awarried to each winner. There will be five winners drawn each month. Contest and 830/93. All entries must be received before September 30, 1993.

VIOLENCE IN SPORTS GAMES...

I'm writing in response to the article printed in the April issue of EGM written by Phil Mushnick of the NY Post. I believe it is sick that someone would go so far to proving his point. He couldn't possibly believe that Madden and the NHLPA condone violence. It's a video game for goodness sake! Any kid, however, who cannot depict the difference between an injured player and the same in a video game should have his parents checked out, not the kid. Comparing a video game to real life is exceptionally sick on Mr. Mushnick's part. All the letter does is prove his ignorance in writing it.

> Travis Ransom Evanston, IL

I have decided to respond to your request for opinions concerning Mr. Mushnick's article in the New York Post. I would say, "Yo, Phil, GET A LIFE!!". His story (or fairy tale) is a good example of irresponsible journalism and a lack of knowledge about his subject matter and that is sickening. First, he doesn't sound like a person who has played electronic games of any kind. Second. he would have us believe the 'children' he is talking about are no more than toddlers who must be saved from this great evil. Maybe Mr. Mushnick will someday have an open mind and play some of these games.

> David Ernest Juniata, NE

The article written by Mr. Phil Mushnick angered me so much that as soon as I read it I got up to write this letter. Mr. Mushnick has probably never played a video game in his life. I'm sure that if he played one he would have seen just how good they are. I don't look for violence. I look for good games that won't bore me after a while. Sadly, violence is a part of our everyday lives and if Phil doesn't understand that, maybe he should come out of the closet and open his eyes.

> Eric Flanagan Manasota, FL

Our dear friend, Phil Mushnick, is obviously suffering from some sort of dementia created by a lack of touch with our society. In his article, he viciously attacks two games which portray two of the most violent sports in our country. I don't feel that the games discussed in the article glamorize violence! And certainly. Mr. Mushnick, video games are not the culprit in shaping a violent societv. Try viewing five minutes of television and witness the violence that millions of Americans watch.

Scott Hunt Louisville, KY

I was very entertained by the Psycho Letter of the Month concerning Phil Mushnick in your April issue. First of all, you guys are right. The writer of the article is very biased. but in a way, the guy has a point. The games are violent, but he did not consider the fact that the violence is all in fun, and most of all, it's just a game! The violence is not to encourage more violence, or as the writer said, child abuse. Get real! Does this guy seriously think that Sega and Nintendo are trying to promote child abuse? The violence is simply slapstick humor like you'd find on any Saturday morning cartoon. This is all fun and nobody is getting hurt. Mr. Mushnick needs to educate himself before he writes a biased article like that again.

> Scott Jones Lee's Summit, MO

I thought Mr. Mushnick was drunk when he wrote his article. It had very little, if any, basis in reality. First, Nintendo has very little violence in its games. It's not as if Mario chases after Bowser with a gun. Second, I was insulted about what Phil said of Sega's Madden games and how he thinks that we all want to see players get hurt or paralyzed. That's not the case at all. Who would want to see a professional athlete who worked all their lives have it suddenly taken away? I don't know what's wrong with this guy but I think he has mush for brains.

> Michael-X Fitchburg, MA

I just received your April issue in the mail and I couldn't believe what I was reading when I turned to the Psycho Letter of the Month, Well Mr. Mushnick, you say that the people at Nintendo, Sega as well as the entire NHLPA can go straight to hell? If that's the case, I feel you can go right along with them. To even suggest that sports video games are promoting violence in everyday life is the biggest load of B.S. I have heard in years. Let's start off with what you said about Toys 'R Us. Since when are they "a headquarters for kids looking to get a leg up on the brutal world that awaits them?" You make a toy store look like a war command post. If you really want to see violence in a game, why don't you go down to the local arcade and play a game of Mortal Kombat with all the gore switches turned on? Judging from your article, this game might send you crying home to mommy.

> Mike Pries Chicago Heights, IL



According to Mr. Mushnick, Madden Football teaches kids violence in sports.

(Ed. This is the first round of letters from players about Mr. Mushnick's columns on violence in video games (see our April Psycho letter of the month for the whole article). The attitudes of the game players range from total disbelief to anger which we have never heard before.

Believe me, I searched high and low, and of all the letters we received, nobody took his side of the story. Keep the letters coming in and it would also be good to hear from parents as to whether you see your children developing violent attitudes because they play video games.)



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THE DEBATE CONTINUES

Why is it that every game that comes to U.S. radically changes from the Japanese counterpart? For instance, take the awesome game called Ranma 1/2. I have both Super Famicom versions and they're incredible! But I ask you, why did Irem have to change the characters when they released Street Combat on the Super NES? Did they feel that Americans wouldn't like the present characters or understand the intricate story that surrounds the animation series that this game is based on? I really wish some companies would leave the games the way they are.

> Michael Tiefen Los Angeles, CA

These ridiculous changes have got to stop! What I'm talking about is the video game characters that come from Japan and end up getting butchered by the American companies to suit 'our needs.' Changes like converting the ultra-cool Ranma 1/2 characters into all new people in Irem's Street Combat and completely taking out Bonk's strange transformation in the Japanese version only hurt the game's quality.

> Samuel Brewer Springfield, IL





Are these changes really that drastic? Write a response and let us know!

(Ed. While games go through many changes before they reach the market, many of the companies make special changes based upon the familiarity of the game characters. Since a Ranma 1/2 cartoon never aired on T.V. in America, and can only be seen by watching translated tapes, the popularity of the characters seemed weak and the changes were probably made based on that assumption. Besides, if you never bought the Japanese versions of these games, the changes would be unnoticeable anyway.)

Street Fighter 2 is still dominating the artwork but Mortal Kombat is catching up! Note: Only 4 x 9 1/2" or smaller) envelopes will be allowed! Put vour name on the back of the envelope. All winners get a free 'In Your Face' T-Shirt and the first prize is a Fire Stick from G & C Manufacturing. SEND ALL ART TO: Interface Letters to the Editor: 1920 Highland Ave., Suite 222,



Lombard IL. 60148.

Paul Harmon, Sacramento, CA



Twin Le. New Orleans, LA



Matt Oreto, Worcester, MA



Frank Chiappetta, Palatine, IL



Fernando Ramirez, Chicago, IL



Arpiwat Nunthaphivat, Amarillo, TX



Sergio H. Garcia, Plano, TX



Williamsport, MD



Hory Kosh Santa Cruz, CA



Dararith Duong Montreal, Canada



Charles Stanley Bronx, NY

The first place prize is a Fire Stick

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CES. WHEN, WHERE, COST?

After reading about all the exciting things that went on at the WCES in Las Vegas, I asked my father if he would drive me to Chicago for the Summer CES in June. If I can get tickets for it, he said he would drive me. Some of my friends said it isn't open to the public but others say I can get in. So I've come to you for the real answer, CAN I GET IN?

When is the exact dates, where can I get tickets and how much are they?

Chris Clarkson
Tecumseh. ONT



Once again, the Consumer Electronics
Show will be open to the public.

(Ed. Start packing your bags Chris! Once again, the Chicago Summer Consumer Electronics Show will be open to the public. Because of the phenomenal success of the last show - almost 100,000 people came to see the newest gadgets and gizmos on Consumer Day, the honchos who run the CES have decided to open the gates to the public on Sunday, June 6th. For more show information you can call 1-800-338-6901. For advanced tickets call 1-312-559-1212)

RATED 'R'?

Today, video games are much more advance than before. They seem to cater more to the older audience too. As many American gamers know, Japanese games have more blood and violence and also show a lot more skin than U.S. titles. Can we expect to see these types of games coming to the U.S. in the near future?

Doug Masin Columbus, OH



Dragon Knight is one of the many games with an adult oriented theme..

(Ed. Don't expect to see anything very risque on the game systems in the near future. Remember that the Japanese attitude towards nudity and violence is entirely different than that of the ours. To them it is not a big deal, while here the companies have to be concerned about parents.

Looking at our game companies, there is Nintendo where seeing blood in a game is unheard of; Sega, where blood is OK but nudity is a no-no (remember Stormlord); and TTI where the conservative approach to the subject seems to be the way they are going to go. Mortal Kombat will probably be the landmark game which will at least loosen up the violence standards.)

WHERE ARE?

While flipping through all of my older back issues, I came across some games that you have mentioned but I haven't seen anything yet. For example, you mentioned Dark Wizard would be coming out for the Sega CD. Since there is a real lack of RPGs on this expensive CD unit, I guess this is the one I'll have to stand in line for.

Brian Minster Campbell, NY

In the August issue of EGM (number 37), you gave a sneak preview of Super Star Wars. On page 94 in the lower column of photos you showed Luke Skywalker in the trash compactor. I've played this game every day and have never come across this part of the game. Does this involve a trick or something?

B.J. Jones Palos Verdes, CA At my local video store, they have a game called John Madden: Champion Edition for the Genesis that is only available for rental. Since it is always checked out, I have never been able to see what this game is all about. Although I was discouraged, I went to every toy and electronic store in the area and they said they've never even heard of this game! Was this simply a mix-up at the video store?

John Schlottman Baltimore, MD

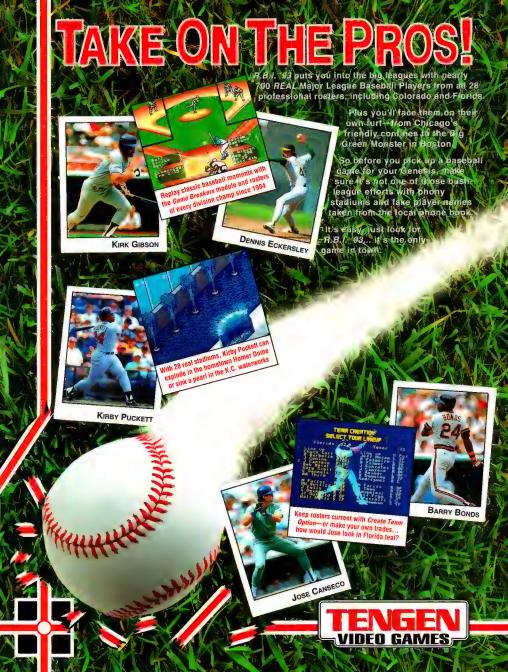


Madden Champion Edition could find its way into retail stores soon!

(Ed. Okay Brian, we'll start with your question. Yes, Dark Wizard will be coming out from Sega for the Sega CD in July. You'll be seeing more of this game from EGM in the future months as well.

B.J., your question took a little more research. After a call to JVC, we were informed that the version which we took pictures of at CES was a preliminary copy of Super Star Wars. That scene in the trash compactor was taken out to fit the memory requirements of the cartridge.

Last but not least, John. Madden Champion Edition was developed by Electronic Arts strictly for rental purposes. Super Bowl teams are the only real addition but this game has become quite a hot commodity. Electronic Arts has given some serious thought to the phenomenal demand for this game and may even start selling it throughout the country sometime soon. A few video stores are even reporting that the customers are keeping the game and paying the \$150 penalty fee! For more information on Madden Champion Edition, check out the Sports Insert polybagged with this issue.)







MARK McGWIRE

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PLAYERS



STEVE HARRIS



The big boss man got stuck in the New York blizzard and was forced to play GB Tetris for 4 days! **Current Favorite Games:** Street Fighter 2 CE; StarFox; Cool Spot

ED SEMRAD



Ed's been on the road so much he is becoming as elusive as Sushi. He's seen a lot of good games! **Current Favorite Games:** Rebel Assault; Empire Strikes Back; Arty L.

MARTIN ALESSI



Martin has been getting into more of the game music. Star-, Fox is way cool. **Current Favorite Games:** StarFox; Street Fighter 2 CE; Jungle Strike; Cyber Race CD; Plak

SUSHI - X



Sushi has been camped out on Capcom's front door waiting to play more Genesis SF2CE! **Current Favorite Games:** Genesis SF2CE; SF2CE; SF2CE; SF2CE; SF2CE.

Genesis	U.S. Gold
Flash	back
Action/Adventure	Now
6 Levels	12 Meg





Hot on the heels of OOTW is a superior of the original sequel that takes the and cranks it up of levels. You get a similar sea v-escape mishissions laced sion, with graph ntense they don't throughout that are na home machine. seem to belong Casual pace, but completely rippin'!

A definite must-have cart for Genesis owners. This cart be A cool story game as you A line sets the mog R play along. The primare absolutely awesome! The arm all is liquid smooth and cinema displays present throughout. The game plans topnotch, sort of like OOTW crossed with Prince of Persia.

U.S. Gold has really struck it with Flashback, their new action/adventure release for the Genesis!

You are special agent Conrad in charge of Molecular density analyzer glasses. These technologically advanced glasses enable you to see aliens posing as humans. The evil aliens have discovered the invention and have erased your memory! Hide out in the jungle, but keep your weapons close to you in case ...

Cool cinema intermissions add to the life-like animations in your quest. This is more than just an action game, though - you'll have to use your brain to survive and remember the past. Can you do it?

Flashback is incredible! The story line really grabs your in and the cinema displays are very . The shining awesome anipoint of Flashback mation throughou re game. While there really wash music, the sound effects really help none of the game. It's kind of a short adventure, though.

s Flashback is one of the best games ever made for the General action is nonstop, and it really you're playing a movie! My only sigges on is that you get a joystick, bed use the generic Sega controllers aren't preenough to handle the diagonal sons necessary for X some of the specialized techniques.

Fully Loaded





Haraly stor - dan't settle for tess.

mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin'

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Hudson Soft brings you all the grandeur of racing in Battle Grand Prix for the Super NES!

Custom build your auto for Formula-1 style racing. Try your new wheels on any of the international race tracks. Maneuver quickly through the turns as you compete against the computer, or provide your own competition via a friend in the two-player mode. Buckle up, there are 3 difficulty levels

It's interesting that Hudson would put this game up against the property of th

I really enjoy playing racing games but unfortunately this or the doesn't hold my interest. The content of the state of th

This is not one of the better racing carts for the Super NES.

And there are tons approved and special features to pleas the cacing fan. The game play is lacking in a control department and having a screen for the one-player mode.

The game ends up being another average racer.

One of the things I really like about Battle Grand Prix is the number of the strings. You can cust the game like no other racing fight before it, and choose from several content types of races and cours. We swrong? The perspective stimulations are blind turns, and without some control, forget it.

Super NES	Renovation
Dream	Probe
Action/Adventure	Now
6 Levels	8 Meg
	308.

Imagine all your worst dreams coming true! That's exactly what Renovation has in store for you in Dream Probe.

A young girl is trapped in science invention: a dream machine. You, a prominent U.S. scientist must go in to save her. Battle her most heinous dreams set inside a futuristic city filled with cybernetic creatures. Master 10 weapons and choose a difficulty setting challenging for you!

Although DP boasts some interesting effects, there really anything mind-blowing here. You get your standard scrolling hack-angular served up in a package that isn't oac, but kind of weird. The action never beath that up and the linear style of pages a little too easy and repetitive for my tastes.

I was really expecting more from Dream-Probe. There is a good ariety in the levels with plenty of nice scenery to look at, but when you play the Tame you find the power-ups are rather must and the bossesslow down the tame you much. The music seems a target petitive and the sounds just don't grab you.

Dream Probe looks and plays like an imitation of the Valis and The graphics are above average trimes, but the overall look is thin. The smain character is choppy and the powers are unimpressive. Some of the box are unimpressive are big, but there is a lot of summer and the powers are big, but there is a lot of summer and the powers are big, but there is a lot of summer and the powers are big, but there is a lot of summer and the powers are big, but there is a lot of summer and the powers are below the power and the power and the power are the power and the power and the power and the power are the power and the

At first glance, Dream Probe sounds interesting, and the granteem calm and pleasant. Once you game the game, the constant flickering and the game, the constant flickering and the music never changes between layers. The action moves too slow, and can power up so easily that the challenge just isn't there.

Super NES	Interplay
The Lost	Vikings
Puzzle	Now
35+ Levels	8 Meg

Sound asleep, three Vikings are suddenly pulled from their beds by a spaceship! And so begins the story of The Lost Vikings, Interplay's unique puzzler for the Super NES.

The Scandinavian trio must escape from their alien abductors and get back to their homeland. But first, they'll have to make it through a maze of traps to reach gates which may (or may not) warp them home. Test your manhood with the Vikings!

Although credit must be given to The Lost Vikings creators for thing out a solid package of superity sisual and audio enhancements, the garmulation play didn't turn me on. I liked the wist of the Vikings put on the run-ther puzzlers, but having to pilot all the recest to the exit individually quickly became redundant.

Another excellent job from Interplay!
Once you play you the ted with excellent soundtracks of pier yof bass! The puzzles get very grice, but are never very frustrating, the time complete with comical antisms game is a definite must-get!

Interplay came up with a unique way of blending action and the games and has a winner on the name. Great graphics and excellent unique upport are only the beginning of this unper cart. The game play is filled with efficult but interpesting puzzles!

The Lost Vikings?? From the sound of the title, it would appear to you're in for a boring game. Acture, to Lost Vikings is one of the best Sugaria Spuzzle/action games I've seen a word. The music is awesome!! The apply and animation are excellent, and animation hallenge is right on target. Get this before it's gone!

The Touch Blow em Au button:



PROGRAMMABILITY

The games are only going to get tougher. You need a real fighter on your side, And now you have one. Introducing the limited edition Top Fighten by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Sumo Head Butt with the touch of a button. The bosses don't stand a chancel

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REALTIME
In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REALTIME. This hot, new feature allows you to program a move into menory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

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Bubsy the Bobcat is prowling onto the Super NES with help from his friends at Accolade.

Journey throughout four worlds to pick up as many yarn balls as you can but beware of the evil Woolies! These nasty yarn balls could mean the destruction of the world, not to mention you! You'll encounter many obstacles, like the flying fish; you look very munchable to them! Have a ball - a yarn ball, that is!

While I enjoyed the detail in Bubsy, the play mechanics a street of a diversified technique to learn and aster brought this cart down a course of points. All the elements are here, the all lot of the finesse that similar game demand just isn't found here. The street is are long, however, and the game does have its moments.

The year of the bobcat? After playing this cart I can truly say that the game is terrific! Bubsy's tons of small this really add a humorous side to the gard and his voice before each level airc unny. The level effects are great with colorful graphics and many hidden seas to find. What more could you ask for?

Bubsy is an excellent new action cart for the Super NES! The princis are really impressive and the part ax scrolling in some of the levels is awesome. The music is really good to the levels are huge and there a plen of secret rooms to look for. The greatest a little repetitive and the bosses are very weak.

Poor Bubsy lost his Yarn Balls. After several hours of intermental pame play, I've come to the condition of the antics of Bubsy way oversidow are game itself. The characters are conditionally the animations are wonderful, but the animations are wonderful, but the same gets lost amid Bubsy's great this scenes and comic actions. Almost a 9, but not quite.

Genesis	Sega
Cool	Spot
Action	Now
12+ Levels	8 Meg
EUEX C	i the text



You've got a Spot on your Genesis! Cool Spot by Virgin combines action and attitude to create one of the coolest games yet!

Spot is in pursuit of his kidnapped friends. Only this sud-shooting spot can save them. You will travel from the beach loaded with crabs to the inner workings of a wall infested with mice! Watch Spot's life meter: it will show you how much he can take! Stick around to see if Spot can do it!

Cool Spot is a right-on-target action winner from Virgin! The set is filled with some great sight and unds, and the interaction and control by tweaked just right to deliver go at reconse and open up a host of special termination. The personality in the Special termination is captured perfectly and the game is a lot of fun!

Cool Spot ends up being one of the most enjoyable carts to the Genesis in a while. The graphic are and the animation of Spot is real the music and sounds are fitting at the ming the controls alone has never usen much fun. The game does get the however, but Spot keeps his cool to the end.

Kids across America are going to be clamoring for this to sell Somehow, Sega manages to gue in the cutest character to ever to the ty airwaves, add tons of intricate gubb etails, plenty of techniques, and a serie of humor! Cool Spot is the coolest of around town, and this is one license that didn't get away!

Genesis	Electronic Arts
Mutant Lea	gue Football
Sports	May
N/A	8 Meg



Don't like to play by the rules? Mutant League Football by Electronic Arts is for you! If you think a call wasn't fair, kill the referee!

You have 19 teams to choose from and have 19 stadiums to play in. Even if you select the best team, there are flaming pits and land mines to run interference.

Play against the computer or challenge a "friend" for an all-out pigskin mutant brawl!

Although I appreciate the premise of this game (I like the way propands the limits of normal football) we play mechanics are stolen from the Marsien games and the program enhancements that build up the alien theme that og it down. The graphics are good and of the world messed-up. Not bad, but could have been better.

Cross a bunch of brainless mutants with the skills of footbath and what do you get? A fun gamt but action like you've never seen began. Killer plays like bashing the refereed killing opponents are just part of the military of the military some really unique ones. More fun with two players.

This game could have been cool, if more emphasis was placed for the game play and less on the three After you take out the ref a few times with the as a few gory plays, these effectives with a choppy, and playing sports game that resemine bothall. The game is more fun with two players.

What can I say? Mutant League Football has all the things to u could see in Madden Football, out to w you'd never see. You've got to laure when your whole team runs over and stroys the referee! Is it wrong? The thin is a sight to see, and though the see it ittle choppy, the overall fun factor is excellent!





Sega brings the X-Men to the Genesis. This translation from comic book to video game preserves all the great action of the X-Men.

Trapped by Magneto in the Danger Room, Cyclops, Wolverine, Gambit and Nightcrawler attempt to destroy him and his evil group of mutants. Watch out for Juggernaut!

Fight Magneto vourself, or double team him with a friend, All 7 levels are from the comic! Good luck!

The X-Men is a cool license but this game manages only to capital the powers and skills of the best of bunch, with little innovation along the The interaction is a bit jerky; for a comecs-based title there should've pen me emphasis on fluidity. The game straightforward stuff replayed with different characters.

Sure, the X-Men comic series is still one Tame is not a of the most popula fantastic effort. I wish re were more om. The music characters to choose and sounds are sig repeated noises es. Yes, there is a from other Sega lot of technique me game and that's the real strong point.

I was not impressed by this cart very much. The graphics mediocre and animation leaves much to be desired. The sound support it want at best. The switching of the Men Maracters during the game is cool to the variety of special moves are also The game is very choppy and the control needs work.

This is the type of game I must have. X-Men is loaded with echniques than your average no-barrier sele-scroller. The ability to switch etween my favorite comic action here du play is a welcome bonus! Eath blay abilities closeescriptions, right ly reflect the condown to the walking and jumping!

Sega CD	Sega
After B	urner III
Action	4th Qtr. '93
12+ Levels	CD-ROM
STREET, CONSER	THE CONTROL STEE MAN



Burn up the sky in Sega's After Burner III! Strapped in a F-14 Tomcat, you're in for some serious maneuvering and bombing!

Your targets are aerial and surface originating. The Vulcan machine gun and missiles are your only forms of offensive action. The After Burner will give you an extra thrust of speed. View the ongoing battle from the cockpit or the rear of the plane and lock onto those enemies!

This is one of those products that just begs to be done on the . Imagine the cool jet plane sound the let effects, and thumping-to-the-degree n music. Imagine the first-per and in-vourface enemy fighten, ungine an After Burner that doesn't get half-way in both departments. A disappointment.

After Burner was one of the best simulators in the arcades this one is a me music is somevaliant effort. Althou what tame companie After Burner II, it's not a bad part linere is plenty of things to shoot and weapons are okay, but I really have expected more from a CD game.

If Sega is going lure players away from the Super NES gan good as Star-Fox, they'll have to better than this. The music is good wen the opening animations are unimpressive, with minor scaling and rotation he game play best feature is needs some w when it scales into the cockpit.

Wow! I used to be hooked to After Burner in the arcades, and man inding myself wishing I had a flight street o really get the feel of banking in and of those treacherous turns! After per has long been de dogfighting, and the forefather to After Burner III exception. This is a welcome addition to my Sega CD lineup.

Sega CD	Sony Imagesoft
Make Your Own	Music Video: C+C
Entertainment	May
N/A	CD-Rom
Nir gor	00 50 00
1-12-	

C+C meets the Sega CD in Sony Imagesoft's Make Your Own Music Video. The newest edition to the M.Y.O.M.V. library is a smash!

Choose from Gonna Make You Sweat to Things That Make You Go HMMM. There are 3 different frames of footage to select from. You may also create 16 types of video effects on the footage you choose. Judges will let you know how your video rates. Here we go, Let's rock 'n' roll!

I really despise these so-called "games. You watch a bunch tage while the song plays. Then aller . he song again and see the video. S there's little to this title besides mus have to review the band. I hat ease, enough with the torture. eve "I missed the bus" ringing in my head...

The music video idea seemed really cool when the first CD mow it seems that it's getting old. The same film footage for the videos is all eing reused and the video effects seem eak now. But, for those who C+C is a good group and don't mind really enjoy the stock footage, then this game will please.

While this type of game shows off the Sega CD's ability to be completed full motion video effortlessly, there's not too much of a game here. If y group than this may be of interest. The acting is very low bud and it is almost impossible to will a large's favor. If you want to crank some tunes, then go for it.

Oh well, I suppose I would recommend this CD if you like Music Factory, and you don't mind to ever winning a game. The music premulent, the video footage is funny but an game? What game? This CD _____d ___e done better if they didn't try to the a game into a great video editor. Wise up. folks!

TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.



1 OR 2 PLAYERS! ARCADE ACTION! INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.

TURBO-CD, THAT IS.





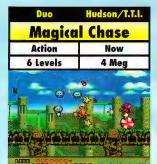












Hudson and T.T.I. have teamed up to mesmerize you with Magical Chase for the Duo!

As a broom-carrying witch, you are in search of an evil wizard. Collect money to buy items that will give you extra speed and longer lives. Don't forget to stop at the weapon shop; six forms of witch artillery await you. Encounter prickly porcupines, giant teddy bears and many other enemies. Conjure up some crafty spells!

This is a decent shooter with a really strange premise ackground. Although you're operating without photons and shields, the reality and pace of the blaster action in p-to-par with the majority of the title of the market. Magical Chase doesn eak any new ground, but it does offer up a nice battle.

The idea of a witch riding a broom is a nice change from the raised 'ship in space.' There is permy dechnique and the ability to buy power as at the store is really nice. The must be great for a chip game and this one of the properties. The properties of the prope

Another really good shooter for the Duo from the folks at the property of the game is very cutesy and some on the enemies are downright bizarre. On d graphics and sounds backed up to solid game play with lots of technic. If you like shooters and are tired of the same old outer space theme, then this card is sure to please.

Magical Chase could just as easily been called Lords of Troma 5D! It plays extremely well for a can my game, and the enemies are, at the enemies are, at the enemies are, at the enemies are, are the enemies are, and will enemies and will of the Thunder series, and will enemies and will of Thunder fan will probably want to get this game.

Duo	T.T.I.		
Riot	Riot Zone		
Fighting	October		
5 Levels	Super CD		
TONY 270630	26		
To the same that the same that the	-		
-			
A COL			
	577-577,577		

Beat the streets in Riot Zone! This new fighting cart from T.T.I. packs a mean punch.

A bullish crime syndicate has taken over your city and your girl-friend. As Hawk, you will use your deadly judo skills and other special attack moves to defeat your foes. If you need backup, Tony, the punk wrestler, will pound some skulls. Eat food icons for needed life! Kick it in the Riot Zone and reclaim your city!

Here we have that occasional CD stumble: great music with ame play. In a world filled with SF and its clones, T.T.I. must do better than using like Riot Zone, which is basically a partiand-kick back to the past. Little back are is to be found and, despite ad graphics, this CD title was a let-down.

What looks to be in the same genre as Final Fight, Riot Zong at doesn't offer much more than king and punching. The enemies get refer be at times and the sound effect and annoying, too. The music is fant to the doesn't make Riot Zone a greater. It seems a bit too late for its time.

This could have been a great game for the Duo, but so-so of the year of the Duo, but so-so of the year of the game is devoid of any real to the game is devoid of any real to the game can be the year of the year

I realize that Riot Zone is a CD game, but while playing it, I can be distinct realization that if the second was turned off, I couldn't tell. The man great, with rocking guitars and bass to the game itself is very slow and short it didn't like the control at all, and the same is too simple! If you want technique, no dice.

Nintendo	Capcom	
Duck Tales 2		
Action	Now	
6 Levels	2 Meg	
(*HP 0)	P. 2	
2000		

Scrooged again! Capcom brings the quacky Duck Tales 2 to the NES for loads of fun!

Scrooge McDuck is off on another wild adventure. Help him find lost treasures around the globe, including the hidden world of Atlantis. Brandishing only his trusty cane, McDuck must climb, hang, hit, jump and pogo. Each world holds a boss to tackle along with many treasures to find! Bills up, go get that treasure!

Capcom scores another Disney hit with DT2. Following up of the rentries into this field, DT2 gives bu control over the required Disney of acter in another, contest against nast in a Mega Manstyle universe. The month has a nice pace, and the graphics of rendered well for an 8-Bitter. An all-around good time.

Alright! Duck Tales 2 is enough to make you want to dig out the 3 again. The game play is wonderful smooth for a NES game. The game is scolorful graphics and has challent puzzles to solve. The music isn't yit annoying either. It may seem a bit udgh for the smaller tykes, but makes a great game otherwise.

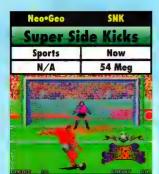
Duck Tales 2 is a great example that 16-Bit graphics and his bunts are not necessary for a great game. The game play is filled with term ques, some old and some new. The graphent of mysteries to solve and tuden levels to find. The graphics are set, sound is bearable, and the game play is excellent.

Hey! Who said third-party companies should make game to your NES anyway? The ck Tales 2 is one of those fun gar with innovative techniques, cute grants, and surprisingly fitting music. Juth men you thought the NES was dead when you it to Capcom to revive it once more! Sheesh!

Hurl for your country.

Summer Challenge** for the Sega* Genesis* pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amazing accuracy in archery. Then try to handle a 1200 lb, horsey in the equestrian event. P Play by yourself or at a party, Summer Challenge allows up to 10 players to compete for the gold, silver or bronze. Take the Summer Challenge. It's the only sports game tough enough to make you hurl.





Go head-to-head or foot-to-foot with the country of your choice in SNK's Super Side Kicks.

If soccer is your game, then check out this rough (and sometimes bloody) version of the sport. Varying weather conditions make the game more interesting; if it's raining, you and your teammates will slide all over the field, knocking into each other! The action is fast and furious, so polish up your cleats to win!

Even if you're not a fan of soccer, this game has an en and addictive quality to it. Employing a highlified control mechanism that can be enhanced with special maneuvers and quick feet), this game does the National production with stunning graphics, great the and sound support, and continuous interaction.

Neo•Geo sports games seemed to have more show than go, but super Side Kicks can really go! The profiles are wonderfully done, the so side of incredible and the game is just the ritual so a one-player game it really shown is a game for all soccer fans to check out!

Super Side Kicks is a great looking and great sounding sport the. The players are animated well are the voice is great. The game play is the voice is great. The game play is the cand easy to get used to. The set of can get very intense and the comment is extremely cheap at times. The comp against another player for the most fun.

I am a devoted soccer fan, and I was quite pleased to see the make it to the Neo•Geo. It has not effect by any means, but with so for occer games on the market to composite to, it comes out on top. The graph are well-drawn and the music is demanded in If you are a hard-core Neo•Geo owner, you'll like it.

GameBoy	Nintendo	
Yoshi's Cookie		
Puzzle	June	
99 Levels	1 Meg	
GORE SONO	88 1-1	

Start cooking! That's what you'll be doing in Yoshi's Cookie, the new GameBoy puzzler from Nintendo.

Riding on the success of his first game, Yoshi is back with the help of Mario, of course. It is your job to put five kinds of cookies in their proper rows (all the same kind in each row). Score big when you make a large row of goodies which are cleared for points. The object is simple: get the most cookies out of your batch!

For a puzzle game, the latest offering by Nintendo is an interest my diversion. While it tries hard not to be the Tetris, you can't help but end up when had case of deja vu, albeit a some mat a my able episode. This game is not union to set the world on fire but should do the at addressing the masses starved for yet another Tetris.

Portable puzzle games have really offered nothing ne pince you get used to weird play, rose 5 Cookie is an interesting idea that rekeep you glued to it for hours. The was always a favorite but the litter green dinosaur may be taking over the litter of th

Yet another interesting puzzle game from the minds at Ninter Concept is a ittle hard to follow at more but after a couple of plays, you'll be string up cookles, for massive points the game has a whole different feet in Tetris, but fans of portable puzzler would take interest. A fun and addicting time waster.

Maybe Nintendo finally realizes that this is the type of game the Works on the GameBoy! Puzzre games like Yoshi's Cookle are perfect for et iny unit, and the addiction factor ligh. It may not be Tetris, but the wists are good enough to keep 10 Jayer's interest. How many falling-shapes games will we see?

Game Gear	Virgin	
Double Dragon		
Fighting	May	
N/A	2 Meg	

Flex your muscles for the original of the fighting games . Virgin brings Double Dragon kicking and punching to Game Gear.

Billy and Jimmy Lee must rescue the beautiful Marion from the evil Abobo brothers. These guys have the muscles to do it! Use attack moves like kicking, punching and throwing to annihilate your opponents. Set in futuristic cities, Double Dragon will knock you out!

The visuals of this game are strong-duplicating the original fittle's animated feel. Unfortunately repite the fact that the programmer that the 1987 look down pat, the game play on this classic kicker is weak, the ack of complex techniques scheme g out at every encounter. Not bad, but definitely dated.

Fighting games are relatively new to the Game Gear and the strip good addition. While there is the strip of thugs to beat up. The 8-Bit tunes the actually catchy but the overall as ution of the game could be better, at its not a bad game for fighting on the go!

I would have liked to have seen better; graphics and game to l. The game looks pretty good for the small screen and the music is decent in the game play, features a variety of mass, and weapons, but getting them to the hours and weapons, but getting them to the control of the game wasn't so choppy it could fare well.

Double Dragon is a fairly decent game for the small screen, but is hard to see exactly what is got on sometimes. I would have liked it so more technique built into this classified with since all I had to do was punch appured punch, punch, punch. Overall, Duragon is a good fighting game if you're on the move.

OUARTERMANN'S

Q-LETTER FOR EGM SUBSCRIBERS ONLY!

The Q-Mann Has the Soft Touch...

...Boy does the Quartermann feel refreshed! Some great gossip in this month's EGM, a killer column in the new comic book mag, HERO, and a special voice to the real power behind the success of EGM - you, the faithful subscribers who know a good thing when you see it! Yours truly has packed some miles recently - all on your behalf! While you may have read about some of the softs looming around the corner on the "Gaming Gossip" page, I thought the wealth of knowledge and insight sloshing around in my noggin' would be perfect for my second Q-Letter...

...Star Wars games are becoming a hot trend, with a variety of different packages set for all the major systems. Top on the list is "Rebel Assault" by JVC for the Sega CD. This game is going to be a CD blockbuster, with tons of digitized footage from the movies and incredibly fast action. Similar in style to the X-Wing computer simulation, this game will focus on the Death Star attack, serving up a stomach-churning ride through the trenches of the Empire's ultimate battle station. This game will also boast a bevy of techno-innovations, including new data compression techniques and better color selection. Don't start looking on the shelves until late this year or early in '94...Lucas is set to release "Super Empire Strikes Back", the 16-Bit follow-up to last year's superb action entry, later this year. The game follows the storyline of the movie, with incredible 'Mode 7' effects (including 3-D terrain), the introduction of 'The Force' (invincibility), as well as a new 'Super Force' that allows Luke to throw his lightsaber and control its movements. You'll also be able to accomplish new techniques like a double-jump (a la Ghouls and Ghosts)...Software Toolworks will be lifting their own Star Wars lid with "Star Wars Battle Chess", a unique twist on the typical chess theme. Instead of kings, queens and pawns, Toolworks is serving up Lukes, Leias and 'droids...

...Electronic Arts is planning to kick into overdrive on their new line of "Mutant League" titles. Following hot on the heels of "Mutant League Football" comes "Mutant League Hockey", "Mutant League Football 2", and "Mutant Speed Demons". All three of these 16-Meg monsters will hit many moons from now, with Hockey joining the line-up by Christmas and Football 2 and Speed Demons both seeing light in early '94...ASCII is considering a move into CD games with a property called Steel Diver. The corp.'s big plans for '93, however, revolve around a fleet-footed fox that bears a smashing resemblance to Necky the Fox, the curious canine that graces the covers of ASCII's Japanese video game mag, Famicom Tsushin...

...Look for Software Toolworks to put their faith in Mario-madness! The company plans to bookend their "Mario is Missing" game with five new titles that address themes like geography, history, math, early learning, and reading. The folks at Toolworks are also diving into 3DO in a big way, with a new shaded-polygon programming routine that will be used to enhance their first title on that machine called "Cyber Race". Also look for a Super NES and Gameboy version of "Captain America", a Super NES copy of "Wing Commander Secret Missions" due in October, and an Al Unser racing game for the Super NES and Genesis hitting next February..."Star Trek: The Next Generation" will warp onto both the Super NES and Genesis (both clocking in at 12-Meg), as well as a CD adaptation that will be loaded with the usual goodies...

...Terry Aki has just flown in from Japan with an assortment of news that's sure to please! Irem is currently laboring on a 16-Meg version of R-Type tentatively called, now here's a stretch, "R-Type 3" for the Super Famicom. Also keep your eyes peeled for pix of a new racing game rumored to be under development at Nintendo that will use the Super FX chip! The title? F-Zero 2!

OUARTERMANN'S "TOP TEN REASONS WHY CAPCOM INTRODUCED SF2-CE"

...Sure, the Q-Mann has been saying it all along, but would you listen? Whether you had Q-Faith or not, Capcom has signed onto Sega and SF2-CE is right around the corner. But did you know the desicion to intro CE on Sega was more than just fun and games???

- Capcom was heeding Clinton's call for new investment
- Capcom wanted to make a splash in Sega and they didn't feel Capcom Bowling would cut the mustard.
- Capcom President wanted saucy new sports car.
- The programmers just couldn't get the extra World Warriors into the 16-Meg Super NES version. No, really, they couldn't do it.
- That Blanka character started copping an attitude and asking for more royalties.
- Capcom didn't want to face the riotous masses that would have gathered at their CES booth had it been debuted on the Super NES.
- 4. Insect politics.
- Capcom knew the Neo-Geo clones would start cutting into their market-share.
- Capcom wanted to make sure that Sega used the Q-Sound (man I love that name) system in all their new games (just don't tell 'em that Capcom owns part of that company!!!).
- Capcom wanted to have five more EGM covers for 1993.

THE O-MANN REVIEWS...

BUBSY

A lot has been made of this action game featuring a new franchise created by the marketing firm of Accolade Inc. While the strength of the character seems pretty solid (it's still a rumor, but a TV show is supposedly just around the corner), the game is a bit different story.

While the graphics and sounds of this fast feline adventure are well done, it's the subtle points which could and probably should have been done better. The control suffers the most, with sluggish manipulation in certain encounters and an overall lack of spontaneity in the way the nasties enter the picture.

Bubsy does have many merits, including a crisp look and large levels, but the lack of small differences in technique are what separate it from the big boys, Sonic and Mario.

THE O-MANN REVIEWS...

COOL SPOT

Here's the kind of all-out action that yours truly can really appreciate. In Virgin's latest Genesis title, you assume the identity of one of those 7-Up dots from the commercials. Unlike the first game, however, which tried to be more of a puzzler, this game is all-action from start to finish, with great visual FX and animation that is really cool.

Sure it boasts some of the features that have made

similar carts shine, but Cool Spot does it with more style, and interaction that makes up for some of the problems the equally-intensive Global Gladiators suffered from.

This game is also a great cart to show off just how good the Genesis can really be when there's a programmer who really is out to make something great. Cool Spot is a winner with quality and class from beginning to end.

THE O-MANN PREVIEWS...

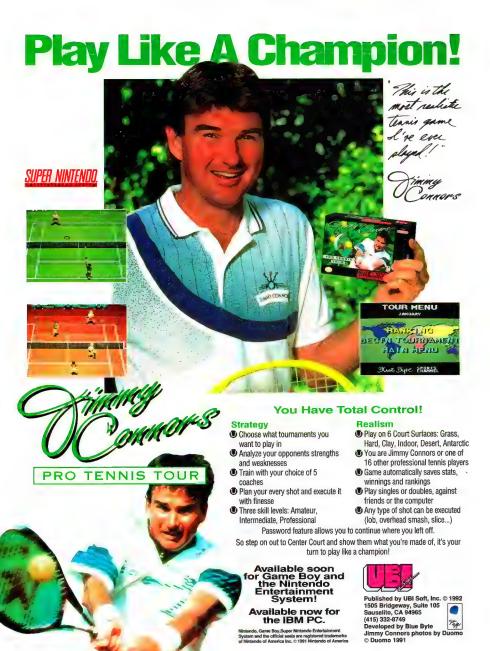
TOTAL CARNAGE

While it's tough to judge this zippy little shooter (face it, it's only 20% done) today, the graphics and interaction are shaping up to make one of the best shoot-out sequels in recent memory.

The sequel to the coin-op sensation, Smash TV, Total Carnage boasts a testosterone level way above your average blast-a-thons. Strap yourself into your seats for a scrolling blow-out featuring combo play,

tons of painful weapons, and huge (no, let me say this correctly), I mean HUGE onscreen characters. Toss in a few incinerated soldiers and babes in bikinis and you get a battlefield that stands head-and-shoulders above the others. There's even an electric chair sequence!

The Q-Mann will keep you posted on this super soft, with some pix just for you in the next issue of EGM.



JINTENDO

Duck Tales 2

Action Capcom Kid Klown in Nightmare World

Action Kemco Kirby's Adventure

Action Nintendo

Super Turrican

Action Seika

Casino Kid Z

Simulation Sofel

Wayne's World

Action THQ

Jimmy Connors Pro Tennis Tour



Color a Dinosaur

Edutainment Virgin

UPERNES Super High Impact

Action Acclaim

Mechwarrior

Action Activision



Toxic Crusaders Action Bandai

Yoshi's Cookie Action BPS



Super Ninja Boy Action Culture Brain

Congo's Caper

Action Data East



American Gladiators

Sports Gametek



Where in the World is Carmen San Diego?

Edutainment HiTech



Super Black Bass

Hot B

Sports



Operation Logic Bomb

Jaleco Action

First Samurai

Action Kemco



Batman Returns

Action Konami Cybernator

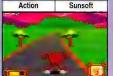
Action Konami



Super Turrican

Seika

Taz-mania



Blues Brothers

Action Titus Super Caesars Palace

Simulation Virgin

Toys

Absolute Action **Amazina Tennis**

Absolute Sports

Jack Nicklaus Power Challenge Golf Sports Accolade

Summer Challenge

Sports Accolade Fantastic Adventure of Dizzy

Action

Mutant League Football

Camerica

Electronic Arts Sports

Humans

Action Gametek American Gladiators Gametek Sports

PRESENTS THE GAMES OF WAY 1993 ... APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW: The information below was supplied by each of the individual companies, and is current as of March 16, 1993.

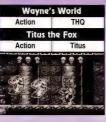


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Action

Indiana Jones an	d the Last Crusade
Action	Sega
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dinimininininininininininininininininini	Thursday,



Indiana Jones		
Adventure	Sega	



Jimmy (Connors	
Sports · UBI Soft		
Indiana Jones and the Last Crusade		
Adventure UBI Soft		
Robin Hood		
Adventure	Virgin	

Dr	acala
Action	Sony Imagesoft



Action	THQ	
Out of This World		
Action/Adventure Virgin		

Land of Illusion Sta	rring Mickey Mod
Action	Sega
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Museum	

Action

Riot Zone	
Action	Ш

Dungeon Master

Action

1	Sega	LJ:	
		Riot Zone	
		Action	TTI
7			
able	Dragon	THY FIT	1777
1	Virgin		SALE MAN



Samurai Showdown

World Heroes 2

SNK Home

SNK Home

Action

During this month, no new games will be coming out for the Lynx system.

GAMI	EBOY	
Star Trek		
A december	Alexand to	

Ninja	Boy 2
Fighter	Culture Brain

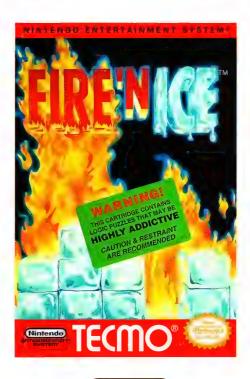
Chessmaster		
Simulation	HiTech	

Four in On	e Fun Pack
Cimulation	Internley

TECMO PUZZLES

IF YOU NG TO

Fire 'N Ice is a unique new concept in puzzle games. The concept is simple. Drop or push an ice cube onto a flame. It's so simple, it'll drive you crazy! In each world you will have to learn a special technique in order to progress. Use your skill and logic to solve the bonus level in each of the 10 worlds. BEWARE! You might find yourself EXTREMELY HOOKED On This Wildly Addictive Puzzle Game!





Discover secret challenge rounds
 Save Coolmint Island from the fire monsters

DON'T LOSE YOUR COOL!

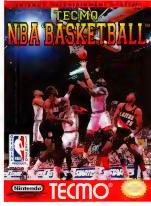
TECMO SPORTS

ARE YOU READY FOR REAL 5 ON 5 FULL COURT



NBA ACTION?

- ★ 1 or 2 player action
- Up to 27 player competition
- All 27 NBA Teams
- Full roster of 324 players
- Full court 5 on 5 action
- Team & player statistics
- Regular, reduced, or short season
- Call offensive plays
- Time-outs and overtime
 Substitution & penalties
- Stools blocks & pondities
- Steals, blocks & penalties
- Back-up battery (season saver)
- Programmable win/loss stats.











NINTENDO			
1	7 MONTHS	Δ	TECMO/TECMO NBA BASKETBALL
2	7 MONTHS	∇	TECMO/TECMO SUPERBOWL
3	5 MONTHS	Δ	ENIX/DRAGON WARRIOR IV
4	B MONTHS	∇	NINTENDO/TETRIS
S	7 MONTHS	Δ	NINTENDO/SUPER MARIO BROS. 2
6	1 MONTH	Δ	HOT B/BLACK BRSS FISHING
7	8 MONTHS	Δ	KONAMI/TMNT: THE MANHATTAN PROJECT
8	3 MONTHS	∇	NINTENDO/DR. MARIO
9	3 MONTHS	∇	CAPCOM/MEGA MAN S
10	8 MONTHS	▽	NINTENDO/SUPER MARIO BROS. 3

	SUPERNES		
1	8 MONTHS	Δ	CAPCOM/STREET FIGHTER 2
2	7 MONTHS	Δ	NINTENDO/SUPER MARIO KART
3	2 MONTHS	Δ	JVC/SUPER STAR WARS
4	4 MONTHS	V	ER/BULLS VS. BLAZERS
5	S MONTHS	Δ	NINTENDO/NCAR BRSKETBALL
6	3 MONTKS	3 MONTHS V LJN/SPIDER-MAN AND THE X-MEN	
7	1 MONTH	Δ	KONAMI/TINY TOOMS
8	4 MONTHS	∇	ER/NHLPR HOCKEY '93
9	1 MONTH	Δ	PRRKER BROTHERS/MONOPOLY
10	3 MONTHS V CRPCOM/THE MAGICAL QUEST		

	G ENESIS		
1	1 MONTH	Δ	EA/PGA GOLF II
2	6 MONTHS	-	EA/NHLPA HOCKEY '93
3	2 MONTHS	-	SEGA/ECCO THE DOLPHIN
4	3 MONTHS		ER/ROAD RASH 2
5	3 MONTHS	-	SEGA/STREETS OF RAGE 2
6	5 MONTHS	∇	ER/JOHN MADDEN FOOTBALL '93
7	4 MONTHS	∇	SEGR/SONIC THE HEDGEHOG 2
8	1 MONTH	Δ	FLYING EDGE/NBR CHALLENGE
9	2 MONTHS	-	PARKER EROTHERS/MONOPOLY
10	3 MONTHS	Δ	SEGR/WORLD OF ILLUSION

SEGR CD			
1	2 MONTHS	-	RENOVATION/ROAD AVENCER
2	2 MONTHS	-	SEGR/NIGHT TRAP
3	2 MONTHS	-	SEGA/COBRA COMMAND
4	2 MONTHS	Δ	SONY IMAGESOFT/HOOK
5	2 MONTHS	∇	SONY IMAGESOFT/SEWER SHARK
6	1 MONTH	1 MONTH A JVC/WONDER DOG	
7	2 MONTHS	Δ	SEGA/PRINCE OF PERSIA
8	2 MONTHS	∇	BIGNET/BLACK HOLE RSSAULT
9	2 MONTHS	2 MONTHS V JVC/WOLFCHILD	
10	1 MONTH A SONY IMAGESOFT/CHUCK ROCK		
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	GRMEBOY		
1	4 MONTHS		NINTENDO/SUPER MARIO LAND 2
2	8 MONTHS	-	NINTENDO/SUPER MARIO LAND
3	4 MONTHS	-	THQ/THE REN & STIMPY SHOW
4	4 MONTHS	Δ	LJN/NBA ALL-STAR CHALLENGE 2
5	7 MONTHS	Δ	NINTENDO/KIRBY'S DREAM LAND
6	2 MONTHS	∇	NINTENDO/GOLF
7	1 MONTH	Δ	KONAMI/TOP GUN: GUTS AND GLORY
В	8 MONTHS	Δ	NINTENDO/YOSHI
9	S MONTHS	Δ	NINTENDO/DR. MARIO
10	1 MONTH	Δ	SPECTRUM HOLOBYTE/WORDTRIS

	GAME GEAR		
1	3 MONTHS	Δ	SEGA/SONIC THE HEDGEHOG 2
2	2 MONTHS	-	SEGA/TAZ-MANIA
3	3 MONTHS	∇	SEGA/STREETS OF RAGE
4	3 MONTHS	Δ	SEGR/DEFENDERS OF THE ORSIS
5	3 MONTHS	Δ	SEGR/THE MAJORS: PRO BASEBALL
6	3 MONTHS	∇	SEGR/BATMAN RETURNS
7	2 MONTHS	∇	SEGA/CHAKAN
8	3 MONTHS	∇	SEGR/LEMMINGS
9	3 MONTHS	-	TENGEN/PRINCE OF PERSIA
10	1 MONTH	1 MONTH A TENGEN/SUPER SPACE INVADERS	
7 8 9	2 MONTHS 3 MONTHS 3 MONTHS	∇	SEGA/CHAKAN SEGA/LEMMINGS TENGEN/PRINCE OF PERSIA

Babbage's America's Software Headquarters

The information below is provided by Babbage's and is current as of March 3, 1993.

TOADAL WAVE!

TOP TEN TITLES IN VIDEO GAME

John Madden, Electronic Arts, foot ball... need we say more?? Great plays, tons of options, and a great fun-factor all combined to bring you probably the greatest sports title yet! The third installment of this Genesis classic is perhaps even better than its predecessors, Congrats EA!



JOHN MADDEN '93

Great hits and plays will really have you yelling "touchdown!"

force. He shoots, he scores!!

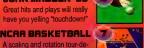
TECMO SUPERBOWL

Perennial 8-Bit favorite. Lots of

fun with more than one player.

BULLS VS. LAKERS

Another excellent sports effort



HOLE IN ONE

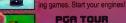
lighly addictive. Play this only if you have a year or so to kill!

TECMO SUPER NBA Grrrreat moves! Enough dunks

to give Air Jordan vertigo! F-ZERO

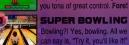


The epitome of Super NES rac-





Computer-like interface gives











ov the folks at EA! Jam it home!! NHLPA '93

A fantastic sequel to a fantastic

cart. More fun than a barrel of ...?

MORTAL KOMBAT/GENESIS

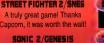
Skeptics of this game were guieted

very quickly! Fantabulous!!

CONTRA 3/SNES

the Contra series is a winner!





RXELAY/SNES

ie: Konami's cool shooter scored big with wild Mode 7 effects.







TMNT 4/SUPER NES

Tie: The Turtles' Super NES cart ranked highly with our readers.



STREETS OF RAGE 2/GENESIS

Axel and Blaze are back once again to fight the evil Mr. X.



IORTAL KOMBAT/SUPER NES

Tie: Fans of the arcade version

READERS

You would think that after all this time, people would be diggin' some newer games... NOT!! Capcom's mega-hit is regaining its top spot due to its fantastic play, graphics and highest character recognition since Pac Man! Let's face it everyone, we all love Street Fighter 2



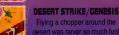
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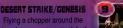














won't be disappointed by this one!

MONTHS

+/-

V

RANK

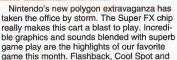
Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This, Prototypes Are In Red.

FDITORS **EGM's Favorite Games!**

Nintendo's StarFox



Bubsy are still holding their own.



FEH3HBHCK /	UENESIS
COOL SPOT / C	ENESIS
BUBSY / SUP	ER NES
BOMBERMAN 'S	33 / DUO
TINY TOONS / S	UPER NES

NAME OF GRME / SYSTEM

BUBSY / SUPER NES	4	5	∇
BOMBERMAN '93 / DUO	5	2	∇
TINY TOONS / SUPER NES	6	3	∇
SUPER TURRICAN / SUPER NES	7	2	Ŀ
POCKY AND ROCKY / SUPER NES	8	3	•
SILPHEED / SEGA CD	9	2	∇
STREET FIGHTER 2 / SUPER NES	10	6	∇

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

REGISTER YOUR

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

ONLY \$1.00 PER MINUTE!!

Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today! After calling the Hotline, follow the promots and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossio!

- 1. SNES / CONTRA 3
- 2. SNES / AXELAY
- 3. SNES / TMNT 4
- 4. SNES / STREET FIGHTER 2
- 5. SNES / SUPER STAR WARS
- 6. SNES / SPACE MEGAFORCE
- 7. SNES / OUT OF THIS WORLD
- 8. SNES / BATMAN RETURNS
- 9. SNES / ZELDA 3
- 10. SNES / SUPER MARIO KART
- 11. SNES / MORTAL KOMBAT
- 12. SNES / STARFOX
- 13. SNES / SUPER TECMO NBA B-BALL
- 14. SNES / TINY TOONS ADVENTURES
- 15. SNES / BURSY
- 16. SNES / CYBERNATOR

- 17. GENESIS / SONIC THE HEDGEHOG 2
- 18. GENESIS / X-MEN
- 19. GENESIS / NHLPA HOCKEY '93
- 20. GENESIS / TAZMANIA
- 21. GENESIS / MORTAL KOMBAT
- 22. GENESIS / ALIEN 3
- 23. GENESIS / FLASHBACK
- 24. GENESIS / BULLS VS. BLAZERS
- 25. GENESIS / ROAD RASH 2
- 26. GENESIS / TERMINATOR
- 27. GENESIS / STREETS OF RAGE 2
- 28. SEGA CD / CD SONIC
- 29. SEGA CD / NIGHT TRAP
- 30, SEGA CD / SEWER SHARK
- 31. SEGA CD / WONDER DOG
- 32, SEGA CD / MONTANA FOOTBALL CD

- 33, TURBODUO / GATE OF THUNDER
- 34. TURBODUO / BONK'S REVENGE
- 35. TURBODUO / LORDS OF THUNDER
- 36, NEO GEO / WORLD HEROES
- 37, NEO GEO / VIEWPOINT
- 38, NES / SUPER TECMO BOWL
- 39, NES / TURTLES 3
- 40. NES / SUPER MARIO 3
- 41. NES / YOSHI
- 42. NES / MEGA MAN 5
- 43. GAMEBOY / SUPER MARIO LAND 2
- 44. GAMEBOY / METROID 2
- 45. GAMEBOY / MEGA MAN 2
- 46. GAMEBOY / DR. MARIO
- 47. LYNX / NFL FOOTBALL
- 48. LYNX / SHADOW OF THE BEAST

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through May 31, 1993.

T. A. A.A.S. A. Cas. four la the state of us it is uch to . Could to ... O A in .iC ال ال V . J 11.0 11.00 ild o much to d. could much id de couldi o soon fo uld c. ..c nd. - c d be Sich Is end gould nuen Examson sor 7 7. V#1



...Exclusive SF2 info...Acclaim Interested in Cameron...New Godzilla Games...3DO's Future...Sega Answers SFX Chip...
...New Star Wars Softs Coming...Atari Jaguar to be Computer...Icom Software Sells Out...Game Sequels in the Works...

...We're in 16-Meg mode this month my little Quarter-fiends, with the hottest into on super softs like SF2-CE for the Genesis and plenty of pork for you hardware heads as well! Have your ICEE points in hand and remember that looking at your neighbor will not be tolerated in this classroom...How can the Q begin this classic column without drawing your attention to the head ed's cover romp: STREET FIGHTER 2-CHAMPION EDITION IS COMING IN JUNE FOR GENESIS! Capcom has signed onto Sega and will unleash SF2-CE as their first entry. The master of all martial arts battles will hit the U.S. before it shows its face in either Japan or Europe, packing 16-Meg of power and a price tag somewhere in the sixties! Some new features include voice, the barrel bonus stage instead of a brick bonus, and the ability to play with either the new Sega 6-button pad (which is being redesigned to be larger as you read this) or the wimpy 3-button controller we've all grown to love (you use the 'Start' button to toggle between either the kicking or punching action - yech!). And of course the new Boss characters will be added to juice this version up and require everyone who put down \$150 for a Super NES and SF2 cart to buy another version...Other SF2 rumors from Japan have a Super Famicom translation of the Turbo CE version in the works. Capcom won't comment on this (where did all the new "open-ness" go to?), but the Q-Mann has it from a highly reliable source...

...There are a variety of hot softs now in pre-production (subscribers should check out this month's Q-Letter for a complete run-down of new games). Some of the highlights include Bubsy 2 and R-Type 3l Check out next month's EGM for some possible pix...Exiting this topic the Q-Minator must provide the proper updates for SF3: the entire cast of characters will be back for part three, with some new additions as well as an interesting new technique that yours truly has been sworn not to reveal (at least until next month). Also, while we're on the subject of juvenile reporting, Capcom will not be releasing SF2-CE in tandem with a Sega CD version (although a product that includes actors, voice and music is rumored to be in the works) and Sega has snapped up the rights to the awesome shooter Silpheed from Sega CD developer Game Arts...

...The guru of gossip has learned that Icom Simulations, famous for their Sherlock Holmes games and their, er, Sherlock Holmes games, have sold out either part or all of their company to a Japanese investor looking to get into high-end games. Also, Icom is rumored to have successfully completed work on a development system which creates dual versions of the same game that can be instantly ported to any system platform to save publishers some big bucks...Acclaim is rumored to be inking a deal with James Cameron's production company. Cameron, who brought us Aliens and the Terminator flicks, is set to deliver a bunch of films for Fox after finishing Spider-Man for Carolco. The Acclaim deal would give the licensing super-power first-rights to Cameron's new ideas...Speaking of licensing, don't be surprised if you see a game based on the high-tech, big-budget Godzilla movie coming next year from Tri-Star. The most likely source of monster carts and CDs would be Sony...For the worst license of the year (or decade for that matter), how about "Federal Express"! I won't embarrass the company that has plunked down the bucks for this title, but man is it a stupid license...

...3DO has a special plan up their sleeve to entrench their machine in the hearts and minds of consumers before a cable game system becomes operational. The Q-Mann has heard from reliable sources that 3DO will market their machine not only as a self-contained game system, but also as an enhancement board for PC owners! As a highend graphics and interactive upgrade, the Quarter-Witt goes full thumbs-up (even if the price is still too high)...Atari seems to have a similar plan with their Jaguar, which is targeting the high-end of the market for their 64-Bit RISC-processing mega-system, and is rumored to be embracing an end-goal of building onto the Jaguar with hard drives, keyboards and even virtual-reality head-gear to attract computer-heads...Sega has answered Nintendo's SFX chip with an upgrade of their own. Called the "DSP" (yeah, I know what it stands for, but it's their name, not mine), the new chip will give Sega games the same speed advantages but no real palette enhancements...Star Wars games are hot, Hot, HOT! Yours truly has seen development work on not only Super Empire (great Mode 7 FX with hills!), but also Rebel Assault (an X-Wing fighting game in the trenches of the Death Star for Sega CD) and Star Wars Battle Chess (using the characters in place of chess pieces). All are wicked awesome...

- QUARTERMANN

3 TIMES THE SUSPENSE... ON NES

3 TIMES THE DANGER... ON GAME BOY

3 TIMES THE TERROR... FOR YOU!!!

3

The Xenomorph are fast, spil acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch you breath...RUN!

Can't see very far ahead in these air ducts. Hard to breath. Blast the sucking face-huggers with your pulse rifle and exterminate deadly Aliens with your

flame thrower and grenade launcher!

ALSO AVAILABLE ON SEGA GENESIS" AND GAME GEAR"!

Just keep telling yourself, "this isn't really happening... its only a game."





Exterminate deadly Aliens with your flame thrower!



Destroy all the eggs, but beware of deadly face-huggers!









In a sea of Super NES[™] controllers,

SLEEK. EFFICIENT. EVEN FEARED.
ONLY ONE CONTROLLER STRIKES
WITH THIS KIND OF POWER. ONLY ONE
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCIPAD.

INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.



only one's a killer.

SLOW-MOTION means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier:

ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite.

THE ASCIPAD, FOR THE SUPER NES. USE IT OR LOSE IT.





NEW 32-BIT GAME SYSTEM FROM FM-TOWNS!

The makers of the Japanese FM-Towns computer system have just announced a new smaller version of their system. Called the Marty, this mini-computer has been designed with the game player in mind.

Inside the Marty is a 32-Bit CPU, 3 MegaBytes of system ROM and 2 MegaBytes of main RAM. A floppy disk drive and a CD-ROM drive are also built in. About 167,700 colors are in the color palette.

All of this technology doesn't come cheap though, as Marty will have a 98,000 ¥ (\$ 810) suggested retail price. One controller will be included.

For those who want to use Marty as more than a game machine there is a keyboard, a mouse and a modern communications card.

Special attention has been devoted to the audio as Marty will have 9 channels of PCM (Pulse Code Modulation) and 6 channels of FM sound along with CD digital audio.







Although expensive, Marty will bridge the gap between computers and games,



The new 32-Bit Marty will play both floppy disk and CD-ROM games.

Three new games (Microcosm, Ms. Detective and Habitat) will be initially available. It should be noted that many of the older FM-Towns games will not work on the Marty as two floppy disk drives are needed, and the Marty does not have an extension for the second floppy drive. Also, Marty will not play the current FM-Towns software because the operating systems are different. All future FM-Towns computer games though, will be Marty compatible, and there will be additional new games, both educational and entertainment, that will be designed to take full advantage of the more efficient CD-ROM drive.

There are no current plans to bring the Marty to the U.S.

SYSTEM SPECIFICATIONS

CPU SYSTEM ROM OS-ROM Kanji ROM Dictionary ROM Main RAM Video RAM Sprite RAM CMOS-RAM COO'S

32-Bit 256 KByte 3 MByte 256 KBytes 612 KBytes 2 MByte 512 KByte 128 KByte 32KByte 167,700 PCM-9 Channels FM -6 Channels

PERIPHERALS





A keyboard, mouse and modem will transform Marty into a powerful computer.

MARTY CD-ROM SOFTWARE







Three games, Habitat, Microcosm and Ms. Detective (left to right) will be initially available for Marty. More new ultra high resolution CD-ROM games will be available later this year.





We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades – state of the art effects designed specifically for today's most radical games. No wonder we call it the...





A fully adjustable firecontrol system (up to 30 shots per second).

TURRO SPEED.

AUTO TURBO.

Continuous firing that's hands-free. You won't

find this anywhere else.

FIRING BUTTONS. Instantaneous response, and built to last.



ASCIIWARE

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SEGA, 1993 AND BEYOND...

Rumors, rumors, rumors, In this industry, like many others, rumors pop up weekly about the next generation of game systems, software, new technology and company marketing plans and strategies. Quite often it is very difficult to tell truth from fantasy.

For example, will Nintendo be able to sell their 32-Bit CD-ROM machine for \$200 like they say they will (fantasy)? Will Sega drop the price of their Sega CD this Christmas (truth)?

The Nintendo issue will be addressed at a later point in time, but EGM ran into Mr. Al Nilsen of Sega and decided to get the official story about some of the new projects that Sega is working on.

PHANTASY STAR 4

"It still is very early but it really looks nice. Right now there are a couple of screens up to get the feel of the game. It is now scheduled for first quarter 1994 release here in the U.S. We are trying to have a simultaneous English translation done but we won't know if that is possible for about 4 months from now. Unless something major happens, it won't be shown at June CES.'

SILPHEED CD

"Game Arts [the developer of the game) is dedicated to doing great Sega titles. For the U.S., the name will change on Silpheed. When I was in Japan, there was nothing new to see beyond what was at CES, It's way cool. This will be a major feature of the June CES. But, we are not building a dome. I want this known right now, I am NOT building a dome [referring to the dome that Nintendo built around their StarFox game at Winter CES1."

SONIC CD

"There is no set schedule for it. Are we working on a Sonic CD, absolutely, Will we release a Sonic CD, can't tell you. The goal of Sonic CD is very simple. Sonic CD has to be to the Sega CD what Sonic 1 was to Genesis...which was killer and break-

through. We have done some dual pathing on it and we will keep pushing technology to the point where Sonic CD is a product that sells hardware. I will not release Sonic CD that doesn't do that. We have raised the stakes with Sonic 2 and Sonic 3, and it's getting harder and harder to make improvements and until something happens that we are comfortable with, we have decided that we will not talk about it and we are not going to show anything because the product is just not there. It's the number one product that kids want for their Sega. CD and I am not going to disappoint them. And we won't know until mid May whether it will be at CES."

SONIC ARCADE

"We have developed two Sonic arcade games that have never been released because they were not the specialness that Sonic was. We are continuing to look to see if we can do something with Sonic in the arcade. There is a Sonic arcade project but nothing scheduled for release."

SONIC 3

"I talked to the designer last night. The game is bigger, memory size, number of levels etc., It is a sequel. Tails is a part of the Sonic story...yes Tails is in it. Hopefully for CES but no promises."

SPORTS GAMES

"We are really redoing almost our entire sports line. Baseball, football, basketball, wrestling, tennis and a major focus of the June CES will be sports. On all three platforms...Genesis, Game Gear and Sega CD, Sports Talk will continue...in its third iteration."

VIRTUA VR

"Virtua racing will not be one of the first games for VR. Contrary to what Quartermann said it won't be coming out. We cancelled it as soon as Quartermann said it. We can't make a truth person out of Quartermann [a joke!]. Three games will be at CES."

MENACER

"There are new Menacer titles from

both Sega and from third parties coming at CES."

FOUR PLAYER TAP

"There are no plans at the present time. We're looking at it but there is no firm answer now."

CD GAMES

"CD software will be a major focus at CES." Will Mickey Mouse jump to CD? "Maybe." SEGA 2. SEGA CD 2

"They primarily were developed for Europe and Japan will be doing it. Right now I don't see it happening for the U.S."

GAME GEAR

"Sonic 3 looks cool on Game Gear. The Majors 2 will be coming out. There are 20 new titles coming out. Jurassic Park looks great. Asterix will be coming over from Europe, Tom and Jerry will be coming in July. Surf Ninjas will hit in July also. (August for Genesis). Aladdin is wonderful (all systems). Stay tuned."

SEGA CD PRICE REDUCTION?

"One of the very disturbing rumors is that some people are saying that you will see the Sega CD in the fourth quarter for under \$200. That is absolutely untrue. That is not good as I can almost already hear the phone calls. That type of rumor can kill the business all based on something that is not true. There is no way that it will hit the price point. Are we going to try for a lower price? Yes. Will we get under \$200? No! We are going to try like mad to lower the price but you have D-RAM costs, you have V-RAM costs, and the worst cost of them all is that drive. Yes the drive can be made cheaper, but then the vield [dependability factor] is that much lower. There are no major decreases coming. There will be large scale integration of the components but it's not savings. The \$299 is already lower than our normal margins. If I can get savings, that I can pass on, will I?...yes. When? I don't know."



THAT'D BE KILLER! Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG.

Here's why: it's got TURBO FIRE (up to 24 shots per second), hands-free AUTO-TURBO and SLOW-MOTION CONTROL. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.



ASCIIPAD SG,

NEW from



for SEGA GENESIS . SEGA CD

IT'S HOW TO WIN.



HOW TO ENTER:

Complete the entry form below and mail to:

Doomsday Warrior Contest 1920 Highland Avenue, Suite 222 Lombard, IL 60148

DOOMSDAY WARRIOR ENTRY FORM

NAME	
ADDRESS	
CITY, STATE, ZIP	
PHONE()_	
AGE	
SEX: M/F	

CONTEST PRIZES!

1 GRAND PRIZE:

- •\$300 Gift certificate at Electronics Boutique 1 FIRST PRIZE:
- •\$150 Gift certificate at Electronics Boutique 10 SECOND PRIZES:
- •A Doomsday Warrior Game and T-Shirt 15 THIRD PRIZES:
- •Doomsday Warrior T-Shirt

ces or not construited. English or incomplete critics are instituted. All notes below between English to the construint and the

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NBA JAM

· HOW IT RATES ·

Well, what can we say? If you thought Mortal Kombat was cool, do yourself a favor and check out NBA JAM. The graphics will leave you slack-jawed like some kid about to score a two pound bag of his favorite candy!

The game play is equally impressive. The technique that this game requires is perfect; not too hard to learn, but not too easy to master. This puppy really shines when you get a game going with four friends. My only gripe is that the voices of the announcers get a little annoying. A pretty minor complaint when you think about it! Good job, Midway!!

Overall:

From the creators of T2:
The Arcade Game and
Mortal Kombat comes
the ultimate sports
coin-op. Midway's
NBA JAM sports the
latest in digitized
graphics. By utilizing
a special scaling chip,
NBA JAM delivers
graphic detail of
unheard of smoothness and depth. In fact.



Get ready to cut loose with a flurry of mind-bending slams, jams and dunks.

TONIGHT'S MATCH-UP

Pick your fave NBA superstars from an impressive list of the league's 27 teams.

the graphics are **so** good that you'll think that you're watching an actual NBA game! And in a way, you are! The graphics were digitized from actual live footage!

Pick your favorite stars from a selection of 54 of the league's hottest players. You get full control of passing and shooting as you execute some bodacious dunks and slams. Use the "Turbo" button for a burst of speed when you need it. Anywhere from one to four players can play. The JAM-CAM™ keeps track of all of the players' signature moves. Take it from us, NBA JAM is totally smokin'!



The Autostat™ feature keeps a record of rebounds and assists just to name a few.



AMERICAN AMUSEMENT MACHINE ASSOCIATION



SATURDAY NIGHT SLAM MASTERS

With the plethora of fighting games currently on the market, it's nice to

see something fresh. Enter Saturday Night Slam Masters from the folks at Capcom.

Fans of previous fighting games will not be disappointed! If you're looking for loads

of playing technique, great graphics, multiple-player options, and enough rough-and-tumble wrestling action to satisfy any wrestling maven, then this game is definitely for you!

Pick from ten hilarious wrestlers such as King Rasta "Mon," the berserk jungle man with a bad attitude, or Jumbo "Flap" Jack, the leaping bad boy from Canada.

Players get two option modes, team battle or one-on-one. In the one-on-one mode, it's you pitted against the computer. In the team battle mode, you can play up to four players at once! With two teams in the ring at once, you can bet that the

action gets totally outof-control!

The graphics in Slam Masters are excellent and there's plenty of moves to learn and take it from us, they will make you laugh out

loud. What are you waiting for? Step into the ring with Saturday Night Slam Masters from Capcom!



Have a seat! Clobber your adversary senseless with whatever is handy.



Go head-to-head with some friends in the four-player wrestle-fest.



Each competitor has their own unique fighting style and specialty moves.

THE PUNISHER



Choose The Punisher or Nick Fury as your character in the fight against crime.

Well, it looks as though the Kingpin is up to his old tricks again. Who will save us? Frank Castle and his buddy Nick Fury from S.H.I.E.L.D. pool their crime fighting talents in the hot new side-scrolling action game The Punisher from Capcom.

Make your way through the six huge levels while fighting the Kingpin's henchmen. You can regain your lost health by eating the special food icons that pop up throughout the course of the game. Choose from some serious weapons including machine guns, baseball bats and rocket launchers. To make things even more intense, you can play either alone or with a friend.

The game play is great with unusually precise control for a game of this type. In addition, the various sound effects, explosions, screams and other audio goodies will truly rock your world. The graphics have

the look and feel of the hit Marvel comic book. Very excellent!

Slated for an April release, The Punisher will surely be a hit with the comic-to-game crowd. Load up on your quarters!



Punish the bad guys with various weapons like guns and grenades.



THE ONLY GAME IN TOWN.

This head bangin' hard checkin' free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and CHECK it out!

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GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear on the Genesis"."

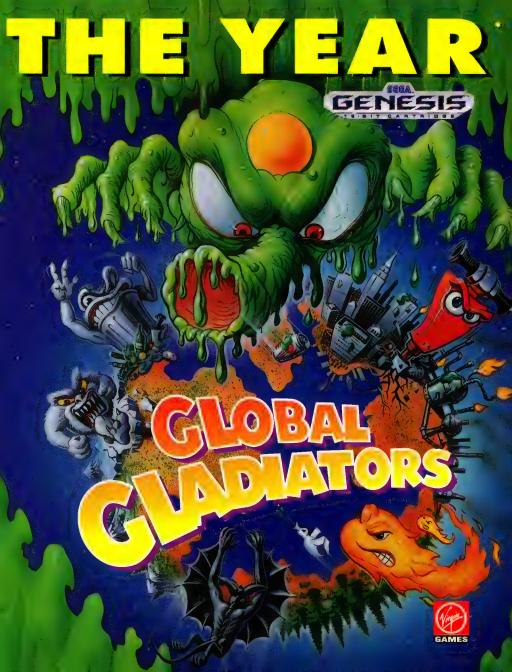
Sega Visions Magazine

The ding! A score of ten is represed for the bush; this is little! Gome informer Magazine

Mega Play Magazine

"Way to go Virgin! Global Gladiators is the best platform action game I've played since Sonic...
This game is a masterpiece!"
Die Hard Magazine





THE FILL BUSINES

Qs & As to Go

Welcome back to yet another visit with EGM's Game Doctor. This month we have an addition to the Game Doctor's envelope art competition. If you recall last issue, we ran both the winning art for the Draw the Game Doctor contest and for the envelope art competition. Roberto Rodriguez receives runner-up for his creative envelope.

By the way, Roberto says he's looking for a job creating characters for video games and seeks advice. I'd recommend taking as many art courses as possible, especially those geared toward continuity art—animation, comic books, etc. Video games require that you not only draw a character once, as in illustration or fine art, but from a variety of angles.

Thanks again to everybody who contributed to our art contests.

Q: Why doesn't somebody, like the wizards at Capcom, make speed-up boards for home systems like they do for arcade games?

Travis Milburn Terre Haute, IN

A: Many problems here,
Travis. Nintendo doesn't like
folks fooling with their technology, as Galoob can attest (even
though it won the nationally
publicized suit). Also, the board
would have to have compatibility with all subsequent software,
and another question that would
have to be answered is: how
many companies would be willing to play along?

Remember, an arcade machine is a single game, whereas systems like the Super NES must play many, many games. I just don't see this happening in the foreseeable future.

Loved your envelope art, by the way, Travis!

Q: Can you play a Turbo Duo CD game on the Sega CD peripheral? I read in EGM's Buyer's Guide issue that the Duo is capable of playing a 2 megabit CD game and the Sega CD is capable of playing a 6 megabit CD game. Because of this, the Sega CD should be able to play the Duo games, correct?

Socheath Tes Lawrence, MA

A: Memory alone doesn't produce compatibility. CD programs created for the Macintosh can't be run on a PC-based CD drive, because they use different formats. Similarly, Duo and Sega CD games employ different systems for running their programs.



CD games are not interchangeable between systems such as the Duo.

Q&A Quickies: Mauricio Chiprut of Mexico City, Mexico, wonders when he'll see a CD drive for his Super NES. Check out the April issues of EGM and EG, Mauricio, for the full story, but I still wouldn't look for it much before '94... Jean Gagnon of Montreal, Canada purchased the Japanese version of the game released in this country by Konami as Cybernator, but doesn't understand why the Japan game was from another publisher. Answer: game rights are often sold on a country-by-country basis. Until next time, Aloha!

LETTER • OF • THE • MONTH



Roberto Rodriquez was the runner-up in the envelope art competition.

WHO YOU OUT

c. 12-17 2. Are you: a. male b. female

1. How old are you?

a. under 7

h 8-11 e, over 24

d. 18-24

3. What kind of jeans do you wear?

c. Bugle Boy a Levi h. Guess d other

4. How many times do you go to the movies each month? c. 11-15

h 5-10 d. over 15 5. How many movies are rented and watched at home

each month? a. 1-3 c. 7-10 b. 4-6 d. over 10

6. Of these movies, how many titles do you choose for vourself?

a. 1-3 c. 7-10 h. 4-8 d. over 10

7. Do you own a music CD player? a. Yes h No

8. How many CD's do you buy each month? a. 1-4 c. 11-15 b. 5-10 d. over 15

9. How many tapes do you buy each month? a. 1-4 c. 11-15 b. 5-10 d. over 15

10. What type of music do you listen to most? a. Rap c. Top 40 b. Alternative d Hard Rock

11. How many toys do you buy monthly? C. 5.6 a. 1-2 b. 3-4 d. over 6

12. How many soft drinks do you consume monthly? c. 13-15 a. 1-6 b. 7-12 d. over 15

13. Which is your favorite soft drink?

a. Coca-Cola d Juice b. Pepsi e. Snapple c. Dr. Pepper f, other

14. What kind of athletic shoes do you wear? a. Nike

e. Converse h. Keds f. L.A. Gear c. Reebok g. other d. Adidas

15. What kind of athletic apparel do you wear? a. Nike e. Converse

f, Russell b. Champion g. L.A. Gear c. Reebok d. Adidas h. other

16. Do you receive an allowance?

a. Yes h No

b. No

17. How much is your allowance each month? a. under \$10 d. \$26-\$30 b. \$10-\$20 e. over \$30 c. \$21-\$25

18. Do you chew gum? a. Yes

19. What's your favorite candy?

a. Chocolate bars c. Hard candy b. Chewable candles d. Suckers

20. What is your favorite T.V. station? d, Fox a. Disney b. Nickelodeon e. other c. Carbon Express

21. Do you or your parents choose which brand of cereal you eat? a. I do

22. Do you collect sports trading cards? b. No

b. My parents do

23. Do you collect other trading cards or collectable items? a. Yes h No

24. Do you collect comic books? a. Yes

b. No

25. Will you buy the Sega CD-ROM system? a. Yes h No

26. What is your favorite snack food?

a. Potato chips/Pretzels c Cakes/Pies d. Peanuts b. ice cream

27. What kind of sporting goods do you use most? c. Rawlings a. Easton h. Wilson d. other

28. What is favorite cartoon?

a. Ren & Stimpy b. Batman: The Animated Series c. The Simpsons d. None of the shove

29. Which type of system(s) do you own?

e. TurboGrafx a. Nintendo b. Super Nintendo f. Game Gear c. Sega Genesis q. CD system d. GameBoy

30. Which video game system do you or your family plan to buy within the next 12 months?

a. Nintendo f. Turbo Grafy-16 g. SNK Neo Geo b. Super Nintendo c. GameBoy h. Game Gear d. Atari Lynx I. Sega Genesis e. Turbo Express . other

31. Do you use a computer at home or school? a. Yes

h No

32. Do you have a full or part-time job? a. Yes

b. No

33. If "Yes," what is your monthly income?

c. \$501 - \$1.000 a. \$250 or less b. \$251 - \$500 d. \$1,000 or more

34. Other than video games, what hobbies do you have? a. Comic books c. Sports

b. Trading cards d. other

35. What is your favorite brand of trading cards? a. Upper-deck d. Fleer b. Topps e. other c. Pro-line

36. How many video games do you own? a. 5 and under d. 15-24

b. 6-10 e. 25-35 c. 11-15 f over 35

37. Would you rent CD video games before buying them? a. Yes b No

38. Would you rent a CD video game system before buying one? a. Yes b. No

39. Which of these helps you best to decide which video games to buy?

a. Ads on T.V. e. Game rentals b. Magazine articles f. Arcades g. Game in store c. Ads in magazines d. Word of mouth/friends h, other

40. What type of games do you enjoy most? a. Action d. Strategy

b. Adventure e. Shooter c. Role-playing f. Sports

NAME

ADDRESS

CITY, STATE & ZIP CODE

TELEPHONE



VOUR CHANCE

He doesn't care if you use the plasma flame or the chainsaw arm to carve his LOBSTER CYBORG BUT just please be gentle.





CHEORG



Enough legs, torsos, and weapons that you can make 216 different Cyborg dispensers of correctional rehabilitation.
(That means pain.)



Arcade mode. Where two players team up to teach an army of Cyborgs a little respect. This is best done by ripping off their arms.



If they still don't get it, leach their energy, then plant a spiked foot or two in a place that spiked feet shouldn't ever be.



Two players, head to head, can fry, saw, and beat each other to death over and over again. You shouldn't try this without the game.





INTERNATIONAL NEWS

By Terry Aki

Greetings once again to all you afficionados of the world of Japanese gaming. To begin today's topic, I would like to start off by talking about the differences between the Japanese Mega CD and American Sega CD system games.

For those who really enjoy a lengthy RPG, especially on a CD system, the Mega CD has really got Japanese players covered with games like 3x3 Eyes, Dark Wizard, Illusion City, Detonator Organ, plus the new Arcus |ell-III. But try finding a good RPG on the Sega CD and what do you find? Nothing. Oh sure, Sega of America has plans to bring Dark Wizard to the U.S., but nothing has been finalized.

Why the big delay? Granted the language translation can be time consuming, but why not simultaneously create both the U.S. and Japanese versions? It would really help out the stagnant sales of the Sega CD and give many American players exactly what they've been waiting for.



TONKINHOUSE OF JAPAN

Y'S IV - MASK OF THE SUN

SUPER FAMICOM

12 MEG

CARTRIDGE

The long wait is over! Finally, the sequel to the ever-popular journies of Adol has arrived in the fourth book of Y's! Though the pix of the PC-Engine SCD still have to come into light, the 12-Meg Super Famicom version is already in progress!

Adol is back in action; this time his ventures will land him in a plot that involves the mysterious Mask of the Sun. It is an intense race against time, as the evils of the land close in on our hero's quest to stop him in his tracks. New enemies will be encountered as well as some old friends, such as your long-time love Lilia and your close friend from Esteria, Dogi.

For all those who were upset at the side-scrolling third installment,

you will be happy to see that the original 3/4 overhead is retained! The magic of Y's has finally returned! More on this later.





Adol has just entered a village raised high in a forest, what will he find?



Outside of this town is a massive valley containing more adventures!



Enter the vast caverns in search of clues that will let you proceed further!





Ninja in Training!







Race through dungeon mazes



Strike back at fire dragons



has Landed for SNES!

s CEO, create a global airline network. Establish hubs, buy planes and build hotels. Be aggressive. Airlines are your business!



Koel Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500 (9am to 5pm PST). 1 1 1 1 mm

KOEl Corporation, 1350 Bayshore Highway, Suite 540, Burlingame, CA 94010

Africio and Aeroba are tradecraries of KOCi Corporation. Nintendo, Nationalo Entertainment System, Sega, Sega Genesis and the official seeks are tradecraries of Rintende of America and Sega of America

INTERNATIONAL NEWS

DOLL CRAZY!

Japan has been doll crazy lately! It's not too difficult to find dolls in the shapes of top-selling game characters in stores around Japan. Oh sure, many of you have been sleeping with teddy bears and the like since you were wee tykes, but I'll bet you have never had dolls like these!

Street Fighter II seemed kind of a natural setup for cute and cuddly dolls to be produced. Well, Capcom of Japan is introducing stuffed dolls with the likenesses of Balrog, E. Honda, Ryu, Chun Li and Blanka. Now you can cuddle up next to Chun Li or stroke Blanka's electrifying hairdo!

Not to be outdone, Sega will be introducing stuffed toys of Sonic and Tails! No word as of yet whether or not these toys will reach American shores.



I bet you'd never think that these guys were so cuddly!



The popularity of Sonic and Tails is exploding into the toy market.

WOLFTEAM OF JAPAN

NEUGIER

SUPER FAMICOM

8 MEG

CARTRIDGE

An adventurous quest of epic sizes is coming to the Super Famicom compliments of WolfTeam of Japan. This new RPG is set in a medieval land immersed within a mysterious plot. Evil beings of legend and lore have started appearing throughout the many towns, leaving death and destruction in their wake. It is up to a young warrior named Duke to save his people from the grip of darkness.

Similar to Soul Blazer, Neugier combines action with an intricate plot line to create in whole, a satisfying quest. It will probably come to these shores, and if it does, anyone interested in this type of game should check it out. You won't be disappointed with Neugier, it's a good quest.



Defeat the vile overlord, or perish under his might!



Journey to distant lands on your ship, while avoiding sea monsters.



Your ship has sunk, and you have landed ashore weak and weary.



Maybe you can get a new boat at the shipyards. Be sure you have money.

BANPRESTO OF JAPAN

THE GREAT BATTLE III

SUPER FAMICOM

8 MEG

CARTRIDGE

The third game of the Great Battle series joins the super deformed Gundam F91, Radar RX, Earth Fighter Roah and Ultraman Great as they battle evil forces again. Terrific sidescrolling fights make this a must for any fan of Japanese animation. Really cool magic and huge bosses add to a graphically cool game. The Great Battle III is a terrific addition to any fighting fan's collection.



Radar RX must brawl with a bunch of the deformers. It'll be a tough





Freakin' Awesome



With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! Thats right, hear! With full-feature Dolby Surround Sound™, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

INTERNATIONAL NEWS

CONTROL YOURSELF!

So you say that your controllers just aren't comfortable enough? Just take a look at the Ascii Stick controller and you'll wonder what you've been missing all this time! This little handheld wonder fits comfortably in the palm of your hand for easy use yet features all the components of their standard sticks like auto-fire capability!

On the top side of the unit you'll find the directional pad and the Left and Right buttons, now rounded, and the Start and Select buttons at the top of the unit.

Turbo control can be modified by the row of switches near the front. The bottom of the controller has the A,B,X,Y buttons arranged in a pattern to easily access them by touch. The B and Y buttons have a raised portion, while the X and A are normal. This joystick is great to use for heavy-duty RPGs but lacks stability for high-speed fighting games like, say, Street Fighter II.



The Ascii Stick is quite comfortable to use, especially for RPGs.



The bottom of the stick holds the buttons for easy finger access.

Human of Japan

SEPTENTRION

SUPER FAMICOM

R MEG

CARTRIDGE

Natural disasters always hit unexpectedly, and in this case it was no exception. The plot has you on a pleasure cruise turned deadly. The storms around ship picked up, and a giant tidal wave has struck the vessel broadside. Immediately the Septentrion (the boat) capsized, tossing all its occupants around. As it sunk, it generated a gigantic whirlpool, and now it is a race against time to escape the sinking ship before you end up in a watery grave.

Septentrion is a fresh idea that should be seen at all costs. Its dramatic use of Mode 7 is amazing to behold. This is a good example of combining action with mystery. Hopefully it will be brought to these shores, as it looks really good!



Follow the lady deeper into the hull of the ship. She's got some good ideas.



Your hapless vessel is capsized by an oncoming tidal wave!



Better hold on tight! Everything's turning topsy turvy.



While there is a brief lull in the tide, try looking around for useful items.

CAPCOM OF JAPAN

ROCKMAN 6

FAMICOM

UNK. MEG

CARTRIDGE

Rockman (Mega Man) is coming back to the Famicom again. Now in the progress of being programmed, Rockman 6 could be as good, and most likely better, than its predecessors. Like with part five, Capcom is having a contest in Japan to create the new bosses. Some lucky player/artist will have some of their characters in the game.

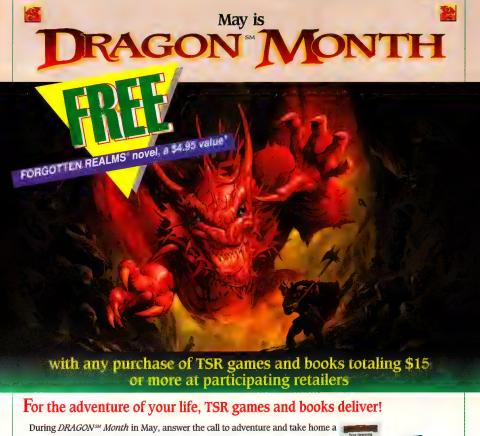
Look here for more info on this hot cartridge.

ROCKMAN

This is the logo of the sixth game. The title screen is coming soon. Don't worry.

At least the art is done for this game. But who will the bosses turn out to be? I can't wait!





During *DRAGON*⁵⁶ *Month* in May, answer the call to adventure and take home a treasure – a *FREE* FORGOTTEN REALMS® novel, \$4.95 value, with your purchase of any TSR games and books totaling \$15 or more! This is your time to launch a new game campaign, add to your current game campaign, and read the latest adventures of your favorite heroes. Look for special *DRAGON Month* displays at participating book, game, and hobby stores.







, Inc.



INTERNATIONAL NEWS

MORE SF2 GOODIES!

In the endless quest to uncover the latest gimmicks and gadgets, I have stumbled upon some Street Fighter II goodies that will have your friends drooling with envy!

The first is a set of Street Fighter II characters that are cast in pewter. This series of sets features (American Names): Vega, Chun Li, Ryu and Balrog. The second set has M. Bison. Sagat, Ryu and Chun Li. It seems kinda cheap that they would throw in two of Ryu and Chun Li, but they are in different poses. I would like to have seen Guile or Blanka, but who cares, these characters look good anvway! As a final note, if you happen to find these at a Japanese retail store, pick them up because they're really flying off the shelves!



The first set features Vega, Chun Li, Ryu and Balrog. (American names)



Search for the box that looks similar to the Japanese SF2 game.

SEGA OF JAPAN

ESPERANZA

MEGA DRIVE

8 MEG

CARTRIDGE

An all-out battle is being brought out by Sega of Japan. Called Esperanza, this game focuses on fast-paced, hard-hitting action. The main character is a young man who is part of an anti-terrorist group. Armed with a gigantic Assault Suit, he must fight his way into a number of enemy strongholds protected by

the most advanced weapon systems.

Non-stop action

awaits our hero, and only fast reflexes and super power-ups can save the day. Hopefully Sega will bring this awesome shooter to these shores.

The enemies have Assault Suits too, so the odds are against you.



After being dropped behind enemy lines, our hero begins his mission.



You'll have to fly into the very center of the enemy complex.



Who knows what evil secrets lurk within the confines of the swamp.

SEGA OF JAPAN

DOREMON

MEGA DRIVE

4 MEG

CARTRIDGE

Join Doremon, a strange little critter as he explores seven levels packed full of adventure. Though this game is only 4 Meg, it looks great. The game play is similar to the style of the Mario Bros. games. The main character is animated with little personality quirks, and the comical theme is predominant throughout. It is unlikely that this game will come to our shores, but if it does, it's one to look for.



The atomic section is filled with danger, not to mention radiation.
Ouch!

Times will get tough for Doremon as he bounces around in the Land of Time.



JAMES BOND 0075 THE DUEL

Hey, now it's your turn to be James Bond!

All you have to do is rescue hostage scientists from a Caribbean island.

Defeat a mad professor and his ruthless army.

Take on all of Bond's old arch enemies. Enter a volcano. Blow up an enemy space shuttle. And of course, save the world.

That's not too much to ask of you, the world's greatest secret agent... is it?











GENESIS

JAMES BOAD DOY THE DOB C 1992 Consequent Ltd MAC B Inc. All notice reserved. Gunsymbol & @1962 Danjag Inc. and United Crisis Co. Art vo. and barkeding @1992 Upmark Chaust Ad Asiacie



Sold and mariceled in America exclusively

INTERNATIONAL NEWS ==

Finally for those who want to take Street Fighter II on the go, Lotte foods has introduced Street Fighter II corn snacks. We who have tasted Andy Capp fried potatoes, you know what to expect from these snacks. What next? Street Fighter frozen foods!



Street Fighter II is now available in handy snack packs like this one!

IS THAT A HEDGEHOG IN YOUR PANTS...

Wearing a pair of Sonic shorts is sure to invoke jealousy among your peers. These come directly from Sega of Japan and are the perfect complement for all of the other Sonic the Hedgehog merchandise!



IN CLOSING...

Look to this section next month for a complete wrap-up of the CSG Game Show to see the latest games produced in Japan. I'll be there!

TELENET OF JAPAN

A RANK THUNDER CD

MEGA CD-ROM

A Rank Thunder is a mystery about a young man who does not know who or what he is. He must piece together clues from various sources, while avoiding genetically enhanced Biosoldiers. All he knows is he possesses powers far greater than a normal man, and the government wants him dead. Was he part of a secret experiment? What is the extent of his powers? Only time will tell.

The mysterious stranger tells vou about the government

experiment.

CD-ROM

Find out more about your mysterious past from the defeated enemy.



VIDEO SYSTEM OF JAPAN

SONIC WINGS

SUPER FAMICOM

UKN. MEG

CARTRIDGE

Another hot shooter is blasting its way onto TV screens in Japan, Entitled Sonic Wings, this shooter takes the common concept, and takes it one step further by utilizing a unique powerup system. The game plays as well as it looks: HOT! This game is destined to be one of the better shooters overseas. To make this game even better, it's two-player simultaneous play! Who could ask for more?



Gigantic bosses and large levels make for an intense shooter that's non-stop fun!

These are the two pilots: Hien and Mao. Both are expert pilots that you control.



SEGA OF JAPAN

KICK AND RUSH SOCCER 2 MEG

GAME GEAR

Sports games are always a welcome sight for the Game Gear. One of the most popular sports in the world, soccer is highlighted in this new cart. Just because it's a portable game, don't underestimate this cart! It's a realistic game of soccer with plenty of teams, and a lot of control over the players. Sports fans, and soccer players will rejoice, for now they can play

their sport on a rainy day.



Try to shoot for the goal! Kick, head, or knee the ball in to

CARTRIDGE

During a goalie kick, always cover the other team's members, or they'll get the ball.











TA

2

JASON AND S.O.PH.I.A. ARE BACK!

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9/1993 Data East USA, Inc





Watch your back... shoot straight... and never, over, cut a deal with a dragon.













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KONAMI **GENESIS**

T.M.N.T. THE HYPERSTONE HEIST



Are you finding the enemies in the newest of the Turtles games to be just a little too difficult to finish in one sitting? Or maybe you are tired of starting the game all over again after running out of continues. This new code will give you the option of selecting

As the Konami logo appears,

put in the first code.

the game, First, wait for the Konami logo. As soon as it starts forming on the screen, put in the second code. Press these buttons in this order: C. B. B. A. A. A, B, C. Make sure to do it quickly enough before the Konami logo disappears. If

from any stage and area in



The title screen will appear. Do the second code here.

you are not quick enough, the code will not work, and you will have to start over again from the beginning. Now press START. The title screen will show up. Now at the title screen. quickly press these buttons in this order: A, B, B, C. C. C. B. A. After you do this, press the START button on the 1 or 2 player option. A screen will appear that allows you to



A stage and area selection screen will now appear.

choose your stage and area to start on. After you choose your starting place, press the START button. You will now be starting at the beginning of the stage and area of your choice. You can even start at the last area with the infamous Super Shredder. Take on this super boss and save Manhattan from a horrible doom.



Take on the infamous Super Shredder in a deathly duel!

MINDSCAPE WING COMMANDER

SUPER NES STAGE SELECT, INVINCIBILITY AND SOUND TEST

Normally, you would have to complete multiple missions to get any further in this space flight combat simulation. But, this trick will give you a new, awesome option screen. To get this to work, you must go to the title screen that allows you to choose the start and continue options. At this screen, press these buttons in this order: B. A. B, Y, B, Y, L button, A, R

button, A and START. After you do this, you will see a brand new options screen that will allow you to select your series and mission, turn invincibility on or off, and choose your song and your sound effects selection. This trick is great to access any area of the game and to practice your skills as a pilot with the invincibility option.



On this screen, enter the code with the buttons and START.





A stage select and invincibility option screen will appear.



The Ultimate PANDEMONIUM Gaming Rig!! over \$18,00000 IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But his time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game in the world with this line-up. Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Turbolbu. Get all four or trade the ones you don't want for CASHI Bonus options include: 33" monitor, \$1,000 in games, cash, accessories and more! ia Rio Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and Hi-Fi VCR. This rig will blow you away (literally)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Cirections. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue. In the truture. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase W. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

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Mystery	Н	Е	A	v	Y	I	Ĭ
Word		R					Ŕ
Grid	S						M
· CIF I'CI					L		ORD
WORD LIST and LETTER CODE chart							

HEAVYI	LEAVEC	METERP	MAJORT
ABOVER	VOCALO	MODALA	CORALB
TRILLD	ENTRYV	SPOILE	MUSICH

games!

CLUE:

ENTER ME TODAY, HERE'S MY ENTREE FEE:

(\$3.00) Video Game Contest (\$3.00) Media Rig Contest

(\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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CHAKAN

GENESIS

SKIP THE FIRST FOUR STAGES

You can do this trick in the practice, easy or hard mode. It is suggested that the practice mode be used, because it gives you unlimited potions. So, choose the practice mode at the title screen. Start the game, then walk right and down the stairs onto the platform. Continue right until you reach a small floating platform. Jump onto the platform and use

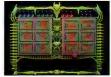
the potion for a portal (the one circled on the top right-hand picture). It is the only potion you can use from the choices. When you use the potion, it will make a thunderous sound. Once you do this, you will have access to all the weapons, and be able to go into every level, even the last four stages.

Anthony Farris Roy, Utah



Choose the practice mode from the title screen.





Using the portal potion will let you access more stages!



SEGA

SONIC THE HEDGEHOG 2

GENESIS 14 EXTRA CONTINUES

If you've always run out of continues and wanted to have many more, this trick will satisfy all you Sonic players. Scroll down and access the options from the title screen. Press START and the options screen will appear. Move down to the sound test and play these songs in this order: 01, 01, 02, 04. Now move up to the box that says "Player Select

Sonic and Tails." Highlight the box and then press START. Get into the game and you will eventually die. After the "Game Over" comes on the screen, the continue screen will appear with 14 Sonic continue symbols above Sonic and Tails. Song number 4 will be playing throughout the whole game, and there will be no sound effects as you play.



Select the options from the title screen shown here.





Play the sounds in the right order to continue many times.



SUNSOFT

BATMAN: REVENGE OF THE JOKER



GENESIS

This is a rather strange way to access a level select. Press START at the title screen and then move the bat to the "Passcode" option. Press the START button. Enter the code: 5257. Press the A button and a bunch of symbols that look like mushrooms will appear at the bottom of the screen. Move the pad LEFT and over to the first number of

the code. You will now be able to enter codes for every level. For example: Enter the code 6300 and you will get to level 6-3. The first two numbers are the level and section of the game. The second two numbers must be zeros for the level codes to work.

Jack Moy Wheeling, IL



Select the Passcode option and put in the main code.





Put in the code corresponding to the level you wish to start at.





Something is very wrong at the Zevo Toy Factory.

Ever since the evil General Zevo took charge, he's been manufacturing an army of deadly military weapons disguised as toys that threaten to destroy everything in their path and take over the factory forever!

Only the General's nephew, Leslie, can stand up to the power-hungry madman! Armed with hundreds of Good Toys that can hold their own against the toughest of Bad Toys, Leslie enters into war. And with allies like the spring-attack Jack-in-the-Boxes and rapid-fire Peanut Guns, Leslie's ready to take on anything the General can throw at him!

- · Hundreds of Good Toys at your command, each with their own special actions!
- Incredible graphics, sound effects, and over 1,000 frames of animation!
- · Based on the film directed by Academy Award-winner Barry Levinson! Designed by David Crane & Alex DeMeo.





to stop the Bad Toys in their tracks!







Soar high above the mini-Manhattan skyline as you battle the General's air attack!



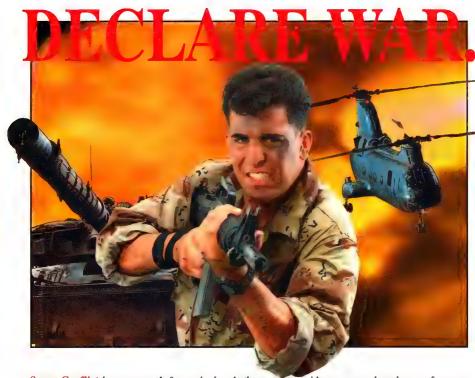












Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, Super Conflict delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.











NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC 9 1992 VICTOKAI INC CAME PAK (SINSONS)







THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT IN NTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM

ONE LOOK AND YOU MAY WIN ALL THESE PRIZES!



PRIZES:

General's Grand Prize (1 Awarded)

- . Jane's All The World's Aircraft 1992-93 An authoritative book on military aircraft
- · Super Conflict "HERO" Medal.
- · Conflict for NES The original war simulation game that's a classic.
- · Game Boy Let's you take your gaming with you!
- · Light Boy Brings magnification and night time play to your Game Boy.
- · Game Keeper Keeps it all portable without sacrificing power.

Colonel's Prize (10 Awarded)

- · Super Conflict "HERO" Medal.
- · Conflict for NES.

Captain's Prize (10 Awarded)

· Conflict for NES.

You haven't won yet, but you may be close. In fact as close as your nearest video game store. All we ask is that you clip out the sweepstakes entry form, take it with you to the store and take a look at the back of our "SUPER CONFLICT" package. That's where you'll find the answers to the questions on the entry form. Mail the entry form with the correct answers to Vic Tokai, Inc. by the deadline and you're eligible for the "SUPER CONFLICT" sweepstakes!

Vic Tokai, Inc. "SUPER CONFLICT" Sweepstakes Entry Form			
Name:			
Address:	State	Zip	
How many SCENARIOS are there in two-player mode?		CONTEST RULES AND ELIGI	

How many LEVELS OF DIFFICULTY are there in one-player mode? How many "CAMPAIGNS" can be saved in one-player mode?

Your Phone Number:

Store Name:

Please write legibly.

BILITY INFORMATION

This contest is sponsored by VIC TOKAI, INC. Entries must be postmarked by 07/30/93. Only one entry per person Contestants may enter by clipping and filling out the coupon, or by submitting their name, address, phone number and the answers to the three questions on a 3"x5" card to.

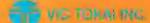
VIC TOKAI, INC., 22904 Lockness Avenue, Torrance, CA 90501 Attn: SUPER CONFLICT Sweepstakes

Only one entry per person, mechanical or reproduced copies of entry forms are not acceptable. VIC TOKAI, INC. is not responsible for lost or misdirected mail

No purchase necessary to enter. Contest open to all residents of the continental United States except residents of CONN., DEL., FLA., ILL., IOWA, MICH., NEB., NJ., OKLA., RI., VA., WASH., WISC., and where prohibited by law. All taxes are the responsibility of the winners. Approximate value of prizes is \$2,500.00

Winners will be picked at random on 08/15/93. Chances of winning are determined by the total entries received. Imployees of VIC TOKAI, INC. and their families are ineligible to enter VIC TOKAI, INC. reserves the right to cancel this promotion at any time with appropriate notice inner's name and prize information may be used by VIC TOKAI, INC. for promotional or advertising purposes without further compensation

For a list of winners and the correct answers, send a written request along with a self addressed envelope to the sponsor by 12/31/93. Allow 6-8 weeks for delivery.



22904 Lockness Ave., Torrance, CA 90501

ROLO TO THE RESCUE

GENESIS

1-UP LOOP

If you are having trouble and end up running out of lives, this trick will get you as many lives as you want for this cute game. On the very first level of the game, take Rolo and go to the man who holds the keys to the cages. Leap onto his head and rescue the rabbit in the cage, Press START and then transfer control to the rabbit. Hop left, to the beginning of the level and

jump straight up to collect the 1-Up. Press START and go to the map. Go into the same level that you were just in. Once you are in, just do the same process all over again. Repeat this, and you will be able to collect as many 1-Ups as you want this wav.

> Merlin Newby Nova Scotia, Canada



Get the key and rescue the rabbit from the cage.



Collect the 1-Up at the start of the level and repeat.





MINDSCAPE

GODS

GENESIS

LEVEL PASSWORDS

Are you finding that this game is too difficult in some of the levels? Never fear! The following are codes for each level of this magnificent game. Wait until the title screen appears. Now, move the pointer to the "Enter Password" option. After you do this, a password entry screen will appear. On the code screen, form the password of your choice

for access to these levels: Level 2 - NASHWAN Level 3 - COYOTE

Level 4 - FOXX Once you start a new

level, there will be enough money for you to buy as many new weapons and potions as you want.

> Sergio Kovic Ontario, Canada



At the title screen, move to "Enter Password." Choose it.



From here you can put in the passwords to any level.





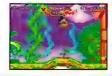
CAPCOM SUPER NES

THE MAGICAL QUEST **GAME GENIE CODES**

Now you can have infinite lives, invincibility, and a super jump with these exclusive Game Genie codes! You must have a Game Genie peripheral for your Super NES to make these work.

C22B-ADA5 - Infinite lives C23D-6FA0 - Longer invincibility after you're hit 1B2D-6765 + 4A2D-67A5 - Gives you Super Jump





CAPCOM

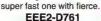
STREET FIGHTER II



SUPER NES

GAME GENIE CODE

Here is an incredible Game Genie code for use with Rvu and Ken in Street Fighter 2. You must have a Game Genie peripheral for your Super NES to make the code work. This code will give you a very slow fireball with the jab button, a fast fireball with the strong button, and a









NES GRAPHICS!

THE ACTION Put up your dukes for WILL KNOCK knock-down, drag-out YOU OUT! action with Street Combat.

Eight great characters leap, kick and grapple on skyscraper beams, in the jungle, gritty back alleys, a wrestling ring, the top of a truck, and more. Punch up two-player simultaneous play. Super NES sound and graphics will boggle your mind. Get your fists on Street Combat today!

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ELECTRONIC ARTS

ROAD RASH 2



GENESIS THE BEST BIKE

Wouldn't you like to ride the fastest motorcycle in the world? Well, now you can with these awesome passwords for Road Rash 2! Press START at the title screen. When you get to the menu, highlight the Game Options, and press START. Now move the cursor up to "Set Passwords" and press the START button again. Now, enter these passwords for

different money with the best bike called the Wild Thing:

01C8-1V0L - Level 1 with \$1000

EBC9-1U0D - Level 1 with \$300,520 **EBC9-5U0H -** Level 5 with

\$300,520 Now you're lammin' with

> Mitch Feldman Fountain Valley, CA



Set your passwords here on the options screen provided.





With these codes you can get the best bike, "Wild Thing."



KONAMI

TINY TOON ADVENTURES

SUPER NES

BONUS GAME SELECT

the best bike!

Here is a great trick for all you Toon enthusiasts! At the title screen, move the pointer to the Password option, and press START. You will see three character faces in the window boxes of the password screen. Put Elmyra in the first box, Shirley the Loon in the second box, and Calamity Coyote in the third box. Now press START, and you will see a

menu come up with all of the bonus games. Move the cursor to the game you want to play, and press the SELECT button. Now press the START button and you will be warped into the bonus game you chose. If you want to randomly pick a bonus game, then either choose Roulette, or press the B button on the bonus game choice screen.



Choose the password option





Now you can access all of the bonus games with the code!



ELECTRONIC ARTS

SHADOW OF THE BEAST 2

GENESIS

SEE THE HIDDEN CREDITS

When the Psygnosis logo screen appears, hold the A, B and C buttons and then press the START button. You will see the hidden credits of the programmers who designed and put together the game and the special thanks appear and scale letter by letter onto the screen.

Joe Weston Prince George, VA





TRICKMAN'S IN THE SLAMMER

Well, not quite yet, but our fave messenger of mirth has again gone out and gotten another speeding ticket. Yep, two in two months! This time it seems that he forgot to turn on his radar detector, so as he was tooling down the highway he got nailed big time by the boys in blue. All of his charm, personality and promise of printing an SF2 Boss code just didn't work. Besides, the cop said that he only plays the Genesis. Trickman did score points and got his speed lowered when he told the policeman about the Genesis SF2 CE version coming in June.

Remember, if we use your trick, you'll be immortalized in the pages of EGM and get a game for your favorite system*! Trickman needs your help! Send your gaming goodles to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222. Lombard, Illinois 60148.

Notes that we get it top point to each our lawyers bappy. Sended Prodictions, for is not responsible for the subvision of centilities or infentional points, and it is not obligated to search the gene each to these properly service because the control of the control of the properties or ready extincted to the search of the properties or ready extincted to the control of the contr

Stone Age Space Age Action! Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!





Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!





TAITO CORPORATION OF AMERICA 390 Holbrook Drive Wheeling, IL 60090 TATIO IS A TEADEMARK OF TAITO CORPORATION. THE RINTSTONES AND THE JETSONS ARE BEGISTERED TRADEMARKS OF HANN-A-BARRERA PRODUCTIONS, INC. 0 1993 TURNER BROADCASTING SYSTEMS, INC. ALL RIGHTS RESERVED. SEG AND GENER ARE TRADEMARKS OF SEGS. DETERMENTS, I.T.O. MINTERON, INITERIOD OPTERTAMENT SYSTEM AND GAMESOY ARE REGISTER.

NEW SOFT NEWS

There sure is plenty to talk about this month so I'll get right to the heart of it! There is no need to break out the dusty Atari 2600 to play your favorite games anymore! Activision has announced that they will be doing Super NES versions of the classic hits like River Raid, Kaboom and Pitfall! Bet you never thought you'd see these games live again, and frankly, neither did we!

Electronic Arts has another assortment of games coming our way. Bill Walsh College Football features 48 college teams with variable weather conditions and classic teams from past history. General Chaos is an interesting warstrategy game with comical fighting sequences.

Accolade has their lineup of sports games, too! Brett Hull Hockey features the popular player with Mode 7 rink effects and realistic movements of the players. Al Michaels will be announcing this game, but his voice will be less choppy. Pelé Soccer stars one of the greatest soccer players ever with unique Mode 7 field effects with a 3/4 perspective of the field for a better view of the intense soccer action!

However, one of the greatest surprises is the update to the awesome Phantasy Star series. PS IV has the same awesome combat as PS II but offers a longer storyline and even more enemies than ever before!

PHANTASY STAR IV

GENESIS 8+ MEG CARTRIDGE



Enter the city and talk to the people. Here you will gain a lot of information.

The epic struggle of good versus evil continues in Phantasv Star IV. First there was Alis in a quest to free her land of the many terrors that roamed free. Then it was Rolf, a government agent who was to find out what was wrong with his planet's computer, Mother Brain. He and his party were pursued as criminals by robotic hunters, as well as vicious Bio-Monsters. The third installment in this epic series was so large that it spanned three generations! In that quest, the family line of heroes joined forces with the cyborg Wren, and many others to stop the most hideous source of all evil: Dark Force. The Dark Force was seemingly destroyed, but was it? Our new set of heroes will travel through several immense worlds each with several continents. The battle scenes in this version are like the second, as is most of the quest. This game is bigger than all the ones before it. The extra memory will also allow this version to have more animation, better music and a much longer auest.



It is always good to remember certain landmarks, especially in a large world.



Talk to the king who lives behind the walls for one of your quests.



This is just a glimpse of the brave new warriors within Phantasy Star 4.



Is the vile Dark Force back to wreak havoc upon the new world?

Take a Drive Off the Deep End with Road Avenger!

Take it to the extreme. Road Avenger for the Sega CD gives you the license to do whatever it takes to wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Ever smash a car through a hotel lobby? Spin off a bridge at high speed? How about tearing up the beach on the tail of perpetrators? Now's your chance! Gear up for the ultimate hot pursuit. Road Avenger, so much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up-display keeps your eyes on the action!
- Nine rubber burning stages!
- Head spinning 360 degree scrolling!





SEGA

RENCATION

of sides A Suite 265

ented by Segs of American American Market Com System. Segs CD and Market Market Francisco of Segs Enterprises, Ltd. Rope Avenge to a trademark of Assessment (West Insent) (Reproveding Projects, Insent) (Reproveding Projects, Insent) (Reproveding Projects, Insent) (Reproveding Projects)

ACCLAIM

ALIEN 3

SUPER NES UNK. MEG CARTRIDGE

Ripley has crash landed on Fiorna 6, a penal colony. Unknowingly bringing the alien menace to the planet, Ripley must free the prisoners she has put into peril. Armed with a variety of weapons ranging from a pulse rifle to a grenade launcher, she will have to fight hordes of slime covered xenomorphs. Fierce alien warriors will halt Ripley's progress if they can.

While based on the third movie, the weapons from the second are here to create a spine-tingling adventure. The levels vary from a slaughter house to the lead works. This game recreates the chilling mood of the movie. It's up to you to end the nightmare once and for all.



Shoot the facehuggers before they attach to you, or you will die!



The ventilation ducts hold many terrors. You must be brave!



The alien warriors crawl undaunted through the penal colony.

ELECTRONIC ARTS

HAUNTING

GENESIS

16 MEG

CARTRIDGE

Electronic Arts has just created a spooky new cart called Haunting. The main character is a young Frankenstein Monster, and he's got a bone to pick with the Sardini family. You see, they axed him a long time ago, and now he wants revenge. So what our young ghoul does is chase the Sardinis from house to house, frightening them away from their homes and businesses.

With a comical approach, Haunting creates a good of 'time by letting you scare the pants off some bad guys. For even more laughs, you can have two players haunting away. Sooner or later the Sardinis catch on to your plan, and that's when the trouble begins. Will you stand a ghost of a chance in Haunting?



Chase Vito Sardini through the garage and out the door.



Check the map to find out where the whole family is located.

LIN

WWF ROYAL RUMBLE

SUPER NES

UNK. MEG

CARTRIDGE

WWF Royal Rumble is a wrestling fan's dream come true. All of your favorite wrestlers are here, like Hulk Hogan, Brutus "the Barber" beefcake and Mr. Perfect. Recreate the havoc of your favorite Royal Rumble. Can you throw the other WWF superstars out of the ring? Or if you want, you can have a straight match against a friend or the computer in an all-out bash! Speaking of bashing, once out of the ring, anything goes. Your wrestler can pick up chairs and other heavy objects to totally pummel your adversary. You also have an assortment of special moves, too! Two-player fighting action is definitely a plus, as this game goes above and beyond its predecessor in every way.



A Royal Rumble at its finest! It's a fight to survive in the ring.



Mr. Perfect picks up a chair! Will he bash the poor guy over the head?

T'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

FLAGS OF THE WORLE

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice,

so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON S EYE THE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough! GENESIS CARTRIDGE

A new type of military simulator/ action extravaganza is here. Entitled General Chaos, you lead your forces through a variety of terrains, and shoot the enemies as they attack. Choose from several combat teams ranging from blood thirsty commandos, to the standard grunts. Strategically place your troops, load up your large arsenal of weapons, and engage in land combat. Special items like the rocket launcher can turn the tide of battle, making a sure win into a devastating defeat. Control your soldiers in the midst of war, letting your fast reflexes take hold. General Chaos molds together the two themes almost perfectly to create a new concept.



Utter chaos will erupt upon the battlefield in non-stop action.



Choose your team that will go up against the enemy forces.



The story unravels within the war room. Check out the graphic cinemas.

G-2

SUPER NES

UNK. MEG

CARTRIDGE

Welcome to G-2, the next generation of robot warfare. You control a three-story-tall battle android. Your offensive capabilities are great. You are armed with a high density plasma saber, able to carve holes in tanks. With the inception of this new technology. it was bound to happen - that criminals would get their hands on them. It is up to you to stop them. With the might of an entire army, you will smash your way through fifteen levels of cybernetic scenery.

Action lovers will cluster around this one, as it's filled with mindblowing intensity and great multiscrolling backgrounds. The levels are long and tough. Only the greatest of warriors will see it through. Are you ready for G-2?



An enemy outpost lies in wait of your attack. Could it be a trap?



Charge out onto the enemy battleship. and destroy it from within!

SEGA

GOLDEN AXE 3

GENESIS

UNK. MEG

CARTRIDGE

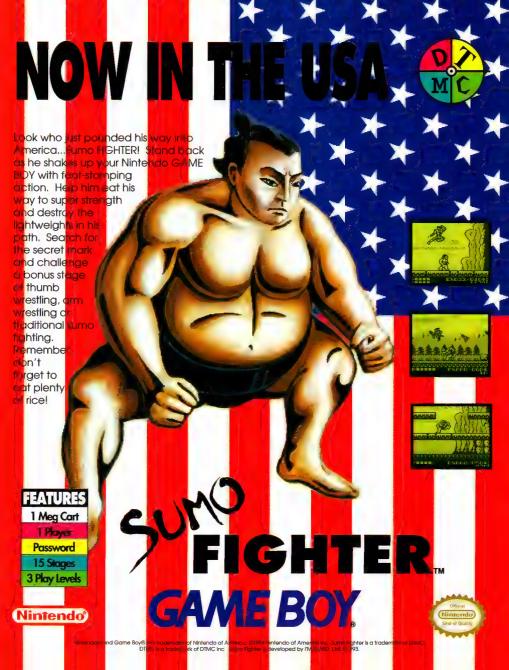
The Golden Axe series has always been known for its swordswinging action, and the third game in the series is no exception. Boasting superior graphics and sound, this game may prove to be the best Golden Axe vet! Four brave heroes have stepped forth to combat the many magical beings that have suddenly started attacking the realm. The Barbarian and the Amazon are back along with a brand new Lizard man and also an Ogre. Sorry Dwarf fans, that character is not here. With this sequel comes more moves and spectacular magic powers. They are a sight to behold. Fans of Golden Axe take note, you won't have long to wait for one of the best back-andslash games ever.



Each character has a special move that can maul an enemy.



Hacking and slashing in this Golden Axe has never looked better!



2020 BASEBALL

SUPER NES 12 MEG | CARTRIDGE

Those of you who are familiar with the Neo•Geo know that 2020 Baseball is one of the best baseball games on the market. Now a wonderful translation of this fine game of baseball is heading for the Super NES. Very few elements from the original have been taken out, so this translation is as close as you can get. A few of the voices are missing, but all the sports fun is still here! When there is a special play, the camera zooms in on the animated sequence! To add to the excitement, land mines are placed in the outfield! Your players can be male, female or even a robot! Is 2020 Baseball the future of America's favorite pastime? Who knows? But you can play it now.



It doesn't matter who you are: man, woman or robot, you can all bat!



Extra special moves are zoomed in to show the fast-paced action!



If you do a great job your player will get an applause from the audience.

BIO-METAL

SUPER NES

8 MEG

CARTRIDGE

That awesome shooter Bio-Metal is finally coming to the States, compliments of the folks at Activision. This intense shooter has you taking the battle to the alien forces before they could reach Earth and her colonies. Your ship is an advanced prototype, untested in combat, but our best bet in destroying the alien armada. It is capable of being powered up with special icons found throughout the battlefield, that give it massive firepower. Your ship will need all the power it can muster, as the enemies are plentiful, not to mention very powerful. The bosses and midbosses are really gigantic, and will possibly destroy your ship. Can you take control of Bio-Metal, the first cybernetic fighter ship?



Fly through the night sky while avoiding plasma blasts and bullets.



The mini-bosses are tough and vicious. Better keep your distance.

ACTIVISION

SUPER AIR DIVER

SUPER NES

A MEG

CARTRIDGE

The long-awaited sequel to the classic Genesis shooter is here! This time it's slated to come to the Super NES, and it looks hot! Super Air Diver, like its predecessor, will contain fast-paced aerial combat thanks to Nintendo's DSP chip. Looking much like Pilotwings, Super Air Diver holds much promise. The enemy jets are not simple mindless drones, but combat-ready aces! The control will be topnotch, and the dramatic use of Mode 7 will simulate the skies of the world. Anyone who has ever dreamed of flying an elite fighter will thrill to the sheer realism of this cart. From the swarms of fighters to the dogfights, you will be impressed. Super Air Diver is definitely a



Fly in low over the cityscape. Blast any enemy you encounter!



The ocean carries some of its own dangers. Beware of a quick death!

worthy sequel.







Hana Glidina

Snowboarding



Grand Prize (1 winner) Stereo System (\$2000.00 in value)



Grand Prize (1 winner) Stereo System (\$2000.00 in value)



Grand Prize (1 winner) Wide Screen Stereo Color Project, TV (\$3500.00 in value)



Skateboardina

(1 winner) Stereo System (\$2000.00 in value)



Grand Prize (1 winner) Wide Screen Stereo Color Project, TV (\$3500.00 in value)

Jet Surfing **Entry** Deadline 6/30/93

Snowboarding

Bodyboarding

Hang Gliding Entry **Deadline** 4/30/93

Skateboarding Entry Deadline 5/31/93

In Each Event:

2nd Prize (1 winner) 3rd Prize (1 winner) 4th Prize (2 winners) 5th Prize (30 winners)

Camcorder, (\$1000.00 each in value) Video Laser Disc, (\$ 600.00 each in value) Compact Disc Player, (\$250.00 each in value) Boy London Watch, (\$50.00 each in value)

Just how good of a player are you anyway? You may think you're great, but can you win the title of "Most Excellent Dude" or "Dudette?" Here's your chance to achieve greatness in five wayout events, plus win some ultra cool prizes to boot. So buy California Games II for your Super Nintendo, start practicing, and match your skills against the world! See scoreboard, above, for entry deadline dates. Watch the scoreboard for future details in EGM and Game Pro magazines.

Each event will be played and scored separately. When you think you have a top score to beat, take a photo of your score with you in the picture and send it to: DTMC Inc. "Ultimate Challenge", 370 Convention Way, Suite 202, Redwood City, CA 94063.

Include your name, address and phone number with your entry. Entry must be received by DTMC on or before entry deadline date.

If your score stands at the end of the event, you'll win the GRAND PRIZE for that event, Of course, you can keep playing and send in another score should you top yourself. • All other prizes will be awarded based on other top scores for each event in the event of a tile score, our judges will randomly draw a winner, with the other player(s) dropping to the ne level of prizes. The decision of the judges in the selection of the winners is final. Prizes are not transferable. Prizes listed are subject to availability. DTMC Inc. reserves the right to substitute prizes of equal or greater value or cash. Taxes are the responsibility of the winner

 Neither DTMC Inc. nor the juages will be liable for lost or insidirected mall. Incomplete entries are ineligible. Employees, families and affiliates of DTMC Inc., EPYX Inc. and Silicon Sorcery are not elligible to enter. Not sponsored by Nintendo. This contest is open to residents of the USA and Canada only. This contest is subject to all federal, state and local laws and regulations. Vel where prohibited

 Winner names, photos and prize information may be used by DTMC inc. for promotional or advertising purposes without further compensation. To take a photo of the Super NES screen, use a 35mm camera without a flash. Turn out the lights in the room and take your best shot.

LICENSED BY





EXILE 2

DUO CD-ROM

The Templar Knights return in Exile 2! Join the lone warrior Sadler as he once again must free his land and its people from oppression. Sadler's journey starts once he leaves the confines of the town. Once he is out into the wastelands he will meet creatures such as the vicious scorpions. To aid in his quests, he will befriend some fellow adventurers. Sadler will learn magic, and gain the use of mystical weapons and objects.

This enhanced sequel has music even better than the first! The cinema displays are done really well, and help bring this adventure alive for the player. The action scenes are done well. too. A good action RPG.



The graphic cinemas of this game are enhanced over the original.



Stock up on weapons and supplies before leaving the town's safety.



Fight your way across the treacherous wastelands in search of an oasis.

SEIKA

SUPER TURRICAN UNK. MEG

The classic shoot-a-thon is now coming to the NES. Just like its bigger brother on the Super NES, this one has plenty of action and enough power-ups to tilt a camel. It's an all-out assault against an impending alien invasion, with your powerful android about to take it all on. Collect icons to gain massive firepower and shields. Storm a variety of battlegrounds filled to the brim with aliens. Oh what fun!

MES



The catacombs are teaming with alien life-forms. Blast away

CARTRIDGE

Invade the enemy base and strike out with your powerful arsenal.



NINTENDO

KIRBY'S DREAMLAND

NES

UNK. MEG

CARTRIDGE

Originally on the GameBoy, this popular title is now going to be enhanced for the NES. While the largest addition to this game is color, fans will find all new secrets and a lot more fun.

Like before. Kirby must travel through a variety of lands that are full of challenges. If you liked the GameBoy version, you'll love this enhanced cart. It's loaded with the action die-hard players demand in their adventures.



A word to the wise, Watch out for the spikes; it hurts when you touch them.

Swim while looking for the exit out of this strange world. Hurry!



LJN

SPIDER-MAN 3: SPIDER SLAYERS

GAMEBOY

UNK, MEG

CARTRIDGE

The continuation of Spider-Man's epic struggle to stop crime is here: the third GameBoy game entitled Spider Slayers. Look for all the action that made the first two so popular here. Spider-Man is now being hunted down by the police and the criminals. To make his matters worse, a group of super-villains are developing a special weapon to destroy the web-slinger once and for all. A great sequel.



This is the title screen to this hot GameBoy game. Wait until you see the game.

Swing through Central Park, while avoiding the police and the burly thugs.





JINTENDO

Magic Candie World	Amer Sammy
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Mighty Final Fight	Capcom
Dragon Warrior 4	Enx
Hillsfar	FCI
Mickey's Safari	H -Tech Exp
Pro Sport Hockey	Jaleco
Young Indy	Jaleco
Konami Grand Prix	Konam
Crash Dummies	LJN
F117A Stealth Fighter	MicroProse
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Dennis the Menace	Ocean
Jurassic Park	Ocean
Wizard of Oz	Seta
Happily Ever After	Sofel
Dracula So	ny Imagesoft
Fire 'N tce	Tecmo
NBA Basketball	Tecmo
Where's Waldo 2	THQ
Brainees	Titus
Indiana Jones: last cruse	ade UBI
Prince of Persia	Virgin

Super Empire G2 Top Gear 2 Inendo SUPERNE NFL Football Alien 3 Incredible Crash Du Terminator 2 Mortal Kombat NFL Quarterback Club WWF Royal Rumb Noahs Ark 2 Acclaim's World Cup Soccer Acclaim Aliens vs. Predator Activ-sion F-1 Grand Prix 2 Act v ston Super Volleyball Bio-Metal Activ sion Kahonm Super Scrabble Activision Mano is Missing Pitfall River Raid Activis on Championship Wi Special Tee Shot MachWarrior Activis on Super Air Diver Activision Dennis the Menac Super Power Punch Amer Soft Clue Football Fury Amer Sammy Arcus Odyssey Amer Sammy Dream Probe Might & Magic 2

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Data East

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Future Zone	ElectroBrain	
Legends of the Ring	ElectroBrain	Brett Hu
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Beauty and the Beast	Hudson	SF2 Chi
Dig & Spike Volleyball	Hudson	High Se
Fievel Goes West	Hudson	James E
Inspector Gadget	Hudson	Mig-29 Team W
Super Bomberman '93	Hudson	Stellar S
Super 3-D Football	Hudson	B.O.B.
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Lord of the Rings	Interplay	James F
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Mig-29	Domark
Team Williams Grand Prix	Domark
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Haunting	EA
James Pond 3	EA
Might & Magic 3	EA FCI
World Champ, Wrestling Acclaim's World Cup Soccer	
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Simpsons: Bart's Nightmare	Flying Edge
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Brutal (CD)	Game Tek
Family Feud	Game Tek
Harlem Globetrotters	Game Tex
Humans	Game Tek Game Tek
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Kawasaki	Game Tek Game Tek
King's Table	Game Tek
Wheel of Fortune 2	Game Tek
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PTO	Koei
Rocket Knight Adventures	Konam
Nolan Ryan Express	Mentrix
F15 Strike Eagle 2	MicroProse
Pirates Gold	MicroProse
Chessmaster 2100	Mindscape
Rolling Thunder 3	Namco
Splatterhouse 3 Keeper of the Gates	Namco Razorsoft
Vampire Killer	Sega
B-Bornb	Sega
Citizen-X (CD)	Sega
Cool Spot	Sega
Cyborg Justice	Sega
Dinosaurs for Hire	Sega
Ecco (CD)	Sega
Joe Montana 3 (CD) Land Stalker	Sega Sega
Sonic the Hedgehog (CD)	Sega
Spiderman (CD)	Sega
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Dungeon Explorer 2	Turbo Tech
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Mortal Kombat

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Last Action Hero Strider 2

Global Gladiators

:Robin Hood

Virgin Virgin

This listing of upcoming products is current as of February, 1993 and represents future releases announced as planned or under development.

Young Indiana Jones (CD)

Tecmo World Cup

Diamond Chall.

Ardy Lightfoot

SD Great Battle

Toxic Crusaders

Final Fight 2

Ultimate Fighter

Dashing Desperados

Monday Night Football

Goof Troop

Cal Games 2

Capcom's NFL Football

Dominus Kitaro's Adventures

Aladdin

Super Dodgeball





The battle of fate has begun.

Fatal Function in the state of the state of

Blazing fast enimation of second to make this game the one to beast use all you fighting skills, for each villain is huge and dangerous. Choose from among three lighting heroes — each with his own uninue style of the binn. Use now unique style of f feet to defeat

not with the own thing use fists to but beware. Note of the own the ware that water itself. Witness that as they transform than energy blasts. enemies poss defy the force their terrible themselve:

ing energy blasts in turning their entre uman torches! And even tornadoes bodies in you pou nem one by one, waiting g is the Big Boss himself et and meanest foe of and wat the stro

The ba I joined on a journey through treets of Southtown. Fight ham s to night on the beach, or as douds your sight at the Chine perh animation and horizontal the me as day driving Temple scolling yeal new areas of the challenge attack after attack is met and mastered.

Realistic characters, multiple action moves, special skills, all this combined with lightning speed to create perfect righting action game. Take on the computer or another payer head-to-head special special

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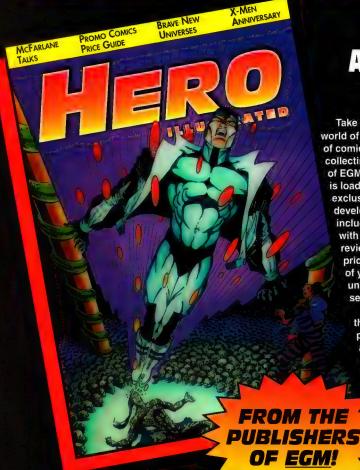
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GET LOST, YOU DON'T COMPARE TO MY POWERS!

Before we begin the remarkable journey down what could be the game of the year, I would like to take the time out to thank Laurie Thornton, James Goddard, and the rest of the helpful staff from Capcom. Their time and input are what made this piece possible. Now Genesis owners everywhere will have the opportunity to play the game many Super NES owners have dreamed about for months, Street Fighter II: Champion Edition! Hold on to your seats!

Since the Genesis version is based on the Champion Edition upgrade for Street Fighter II, it would be a good idea to focus on the truly excellent differences between Champion Edition and the original version. The following pages are a compilation of the major changes between the two.

The first major change anyone can see is the addition of selectable boss characters at the warrior select

This shot is from the arcade version of Street Fighter II Champion Edition.

screen. This effectively adds four new characters for you to choose and master! Another big enhancement is the ability to play same character versus same character matches. In fact, even if you fight against the computer exclusively, you will still have to compete against a mirror image of yourself! To top it all off. each character was redrawn with more attention given to detail and shading. Characters like Guile, Ken and Ryu are noticeably buff in Champion Edition! Even the large portraits were redrawn, eliminating the kiddish qualities, and adding to the personalities of the World Warriors (Ryu has a 5 o'clock shadow, Guile looks hardened, and Blanka looks even more bestial). Of course, M. Bison's beat-up portrait had to be added as well.

After the preliminary details, the major programming changes are revealed in the game play. Now it's



You be the judge! This shot is from the Genesis SF2 CE. Which do you like best?

much harder to dizzy opponents. Attacks do less damage each time they're used, so it's a good idea to use a variety of techniques. Certain characters were sped up considerably to even out their abilities. Ken ate their personalities and power. requires an actual decision! New attacks were added, like Chun Li's two new kicks, and Guile's thrusting knee. Other attacks were modified. like Dhalsim's Spear, Zangief's Lariat, and E. Honda's 100 Hands, to name a few. What could be next?

The following is a key to the symbols used for joystick motions and button pushes throughout the rest of this article:

U=Up, D=Down, F=Forward, B=Back, C=Charge for 2 seconds, K1=short kick, K2=forward kick, K3=roundhouse kick, P1=jab punch, P2=strong punch, P3=fierce punch, CB=Charge Back for 2 seconds, CD=Charge Down for 2 seconds, DB=Down and Back, DF=Down and Forward, UF=Up and Forward



This shot shows the Super NES SF2 using the Player vs. Player code.

MY FISTS HAVE YOUR





For a powerful lunging uppercut that pummels air attacks, press CB, F+K3



Balrog's lunging hook punch hits ducking foes every time - CB, F+P3



The turn-around punch really evens the odds! Press P1+P2+P3 or K1+K2+K3.



This Las Vegas fighter is battling for the American Dream of being the best warrior in the world.











Vega wants to vanquish all the ugly contestants in the Street Fighter World Championship.









HANDSOME FIGHTERS



Vega has an air throw - F+ P3 while close in the air.



Vega can bounce off the wall better than Chun Li.



Vega's backdrop hurts! Press F+P3 while close.



The swan dive is good on slow foes - CD, U, F



Use the backflip to avoid attacks - B, B quickly.



The air drop is deadly if perfected - CD, U, F+P2.

リョグカラ パシトア

Each frame of animation counts as a hit, but he can be swept. **CB**, F+P3









YOU'RE NOT A WARRIOR, YOU'RE A BEGINNER.



Sagat has a new deadly throw! To give



Sagat has a double-hit Tiger Knee! It's great on dizzied foes - D, DF, F, UF+K3.



Sagat has two levels of Tiger Blasts! High - D, DF, F+P; Low - D, DF, F+K.



Sagat's Tiger Uppercut doesn't make him weak on the way down now - F, D, DF+P.



Sagat dreams of defeating Ryu in combat and regaining his title as Street Fighter Champion.











Major Bison is a dictator who will rule the world unless defeated by the World Warriors in combat!









d≢r Lost, You DON'T



M. Bison has the most powerful throw of all the World Warriors - F+P3 when close.



M. Bison's Head Stomp can hit twice as well - CD, U+K (1st hit), F+P (2nd hit).



M. Bison's Scissor Kick hits twice! Add a low forward for 3 hits - CB, F+K3.



The Flaming Torpedo is deadly against blockers and most air attacks - CB, F+P











Ryu has stronger attacks, a faster fireball, and a devastating. powerful Hurricane Kick that knocks players down in one hit! He is still as slow as he was in the original version.

FIREBULLS PA THRUUSH RYU'S 对可以以对对对对

By waiting until the last possible moment, Ryu can surprise a persistent fireball thrower by passing through the

fireball! It only works at

the start of the spin.







Ken has been enhanced with a wider Dragon Punch, a fast Hurricane Kick, and has been given more quickness overall. His best techniques are the Triple Dragon Punch and the deadly Eggbeater.









A TRIPLE DRASON PUNSAY AN ESBEATER?



Perform a roundhouse Hurricane Kick as your foes start to rise!











Sリルぎ'ざ デノミパミミ PLASH KICK NOW HISTOTTO

Guile's Flash Kick is even more fearsome now that his Fierce Flash Kick hits twice! Short and Forward hit once. This will sure spice up old combos!







Guile has a new enhanced Flash Kick that hits twice when the Roundhouse button is used. He also has a new "knee thrust" (shown above - F+K2) that leaves him wide open to attacks.











While near your opponent, press F+K3 to do an over-the-top knee.

While near your opponent, press F+K2 to do a backflip kick.







Chun Li has been sped up just enough to make her the hardest character to catch! Her Wind Kick releases and stops faster, and she has two new kicks to add to her wild acrobatic style.















הוהני ואוהודה 1145 A 23444

Blanka can now do a jump strong, strong shock combo by pressing rapidly on the strong button on the way down from his jump. Ouch!













ז פנונט ביוווע ב בעוונונו עעו

Blanka doesn't take much dam-

age when hit in his Roll Attack,

and he can Shock opponents

much faster now. His recharge

time for multiple Rolls has been

tightened up to make it easier.

Just push forward while doing the 100 Hands Slap to slowly creep forward. Beware! Any low jab will stop E. Honda's 100 Hands Slap now.









The champion Sumo wrestler is faster, stronger, and has a better defense than before! His Sumo Torpedo is VERY fast, and he can walk while performing his 100 Hands Slap!

are annice off (2) (2) (3) (4) (4) (4) (5) (6) (7) **ささなヨックシスノリヨは**

Walking with the Lariat Punch is a good way to knock some sense into persistent fireball throwers, and it's also a good way to escape a foot sweep.

The large new bounce after a Spinning Pile Driver, or Screwdriver. was designed to fling the fighters apart so Zangief can't cheat.







Zangief has been given the ability to move while performing the spinning lariat, and his defensive power has been greatly strengthened. Overall, his Spinning Piledriver range was increased.



Dhalsim just isn't as lethal as he used to be, even though he has been improved. Both spear moves have been modified, and can be executed anywhere in the air, not just at the top of a jump.









אבוודוב פע ときれば メルインスごぶ シブ シリンプリカラ!

To do the spear moves at anytime, press D+P3 or D+K3 while in the air. The Yoga Spear is good against air attacks, while the Yoga Mummy hits low.





THE RANGE OF EACH MOVE HAS rester ol celitrights in Keere てけぎ シリジミスミミリ リバムミミ...



Notice how the "attack burst" now hits the middle of the car. The range has been extended by



nearly an inch. Before Champion Edition, your foot would pass harmlessly through the car!

As you play, you may notice how certain hits have a longer, or possibly shorter, range. One fine example of range tweaking is Ken and Ryu's close Roundhouse Kick, commonly called the Axe Kick. This double-hit move could not strike the damaged car in the original version of Street Fighter II, but now it can. The range of this move has been increased to reflect its actual length. Other attacks, like Chun Li's low Roundhouse, have been shortened to the proper length as defined by the onscreen image. This has increased the overall playability and number of advanced techniques available to expert players. Good job, Capcom!

HERE'S HOW TO STAY IN CONTROL ...

Now that it's official, kids across the country are curious as to how Street Fighter II will be controlled with only three buttons. To be honest, this is one of the most innovative, and sadly, most aggravating problems the Genesis has faced with Street Fighter II.

The most obvious solution is, of course, a new six-button controller for the Genesis. In fact, both Sega and Capcom are creating six-button controllers for the Genesis as you read this! The Sega controller will be a pad style like a normal Genesis controller, but with three new buttons, labeled X, Y, and Z. To maintain control pad compatibility with past games, the addition of a MODE button will be necessary. The Capcom controller will be designed as a joystick similar to the Super NES Fighter Power Stick. One main difference is that the stick will have



Sega is on the way to making a 6-button pad like this Japanese controller!

the MODE button to toggle between three-button and six-button modes.

Of course, what about the people who can't afford to blow big bucks on two new controllers (including myself!), how will they be able to play Street Fighter II? Many rumors have floated around about Capcom opting to go with the button-timer technique TTI used when developing the Fighting Street CD years ago. This method uses two buttons: one button is for punches, the other is for kicks. To differentiate between the three strengths of punches and kicks, the player would have to hold down the button for a specified length of time to achieve the desired effect. The longer a button was held down, the stronger the attack. Fortunately. Capcom realized that this method severely damages the ability to perform the devastating combos possible in Street Fighter II and opted to go with the toggle method.

The toggle method will use the Start button as a switch to exchange between punches and kicks. In the standard position, the three Genesis controller buttons will perform as jab, strong, and fierce punches. With a quick press of the Start button, they will become the short, forward, and roundhouse kicks. This method will insure that the timing will remain relatively unchanged. This is, unfortunately, very cumbersome, and it still

is not smooth enough to play like the arcade. Punch-kick combos are nearly impossible while using the three-button mode. This method also won't allow pausing in a game!

After testing the various options, the only real option is to go out and fork out the extra dough for the sixbutton controllers. The real decision will be whether or not to wait until several controller companies (such as C&L Controls, etc) decide to create their own six-button controllers for the Genesis. Odds are, many of these controllers will use actual arcade parts that will last much longer than either the Power Stick or Sega pad. The feel will also mimic the arcade as well. If money is an issue, you may want to start saving now, because future games may also use the advanced capabilities of the six-button controllers, and you don't want to miss out on any of it!



Look out! A new Capcom SF2 controller is on its way to the Genesis homefront!

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Just when you thought Sonic and Chun Li would be duking it out, they're quickly becoming friends!



Surprisingly, Capcom and Sega had a 75% complete prototype at the press conference, with a six-button pad!

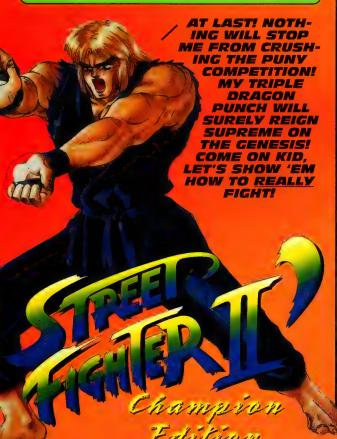
Of course, with the introduction of a six-button controller in Japan, word was a-buzz about Street Fighter II for the Genesis. Rumors ran rampant, and Capcom even went so far as to completely deny that Street Fighter II would ever be released for any system other than the Super NES. It was a grand surprise to learn that not only was SF2 being released for the Genesis, but it would be the Champion Edition, not the original! In fact, the prototype at the conference was playable, with only a few backgrounds, endings, and tweaking left to be completed. As you read this, the production version should be finished!



Here is the close-up of the Street Fighter II Champion Edition screen. Is it as detailed as the Super NES?



Here's Super NES SF2. Note the quality of the shading and detail, but also the size of the fighters! Any winners?



THE FIRST HANDS-ON PREVIEWS!



ED

This is the game worth waiting for! Street Fighter II CE for the Genesis was everything I had been having for. Although I vas only %% complete at the tire this version had much to offer While the an mation and sounds may not have the up to par with the Super sion, the remaining 20% will hopeful solve this problem. The 10 mbo ment and seek to the cute and playing as the bosses is the best part of all, Overall, Street Fighter II CE is a great effort between Capcom and Sega!

KEN

After several hours of die-hard game play, I was very impressed. Even though this version was only 80% complete, it played better then the arcade version! Busing in the panes version was a smart nove, as it add seve at elements missing from the U.S The combon (including some new ones) are all Mact, and I trust that the sound Will be improved over this prototype. The colors, detail, and animation may not be as smooth as the Super NES SF2, it s more complete thus far.

BENNOTHES GUELLS

AN INTERVIEW WITH ARGONAUT SOFTWARE --

The inventors of Nintendo's Super FX Chip and the designers of StarFox!

Editor's note: EGM orchestrated the following exclusive interview with Jez San at the Argonaut Software development studio in London; England.

EGM: How did the Super FX (SFX) chip and StarFox projects come about?

San: It started before the Super-Nintendo actually came; out: The Super Nintendo consoles weren't designed to run 3-D games. We received a SUPER NINTENDO prototype machine in summer 1990 and within a week we had a sort of Battlezone 3-D game working on it.

We showed Nintendo and they weren't too impressed: To improve the game, we realized that we needed a hardware boost. Nintendo, showed us the DSP chip used in Pilotwings. We evaluated the chip and decided it was really only a math engine - it couldn't eccelerate graph; ics. It was perfect for Pilot-wings and other games like Super Mario Kart but it couldn't handle polygon graphics, sprite rotation, etc.

After negotiating with Nintendo of America, they agreed to fund our development of the SFX chip.

It took us about a year to design the prototype chip here. Then it took another year for the production engineering, which was done in Japan.

> The SFX chip costs more than \$1 million to devel-



Jez-San, Managing Director of Argonaut,

EGM: And then came StarFox?
San: StarFox was a joint develop ment between us and Nintendo from the very beginning to the very end.
Argonaut did all the programming and Nintendo handled most of the creative stuff like artwork and music.

We jointly developed game play.
A lot of Japanese players don't appreciate 3-D; games, so Nintendo hopes to turn their heads with StarFox.

Shigeru Miyamato, designer of Mario, Zelda and now StarFox, is a brilliant game designer. StarFox is his baby, and the quality shows.

Every level of StarFox is designed to try out another idea on 3-D. I call one of the levels "Tetris from Heli where there's blocks coming at you from all sides, and you've got to try and stay in the center and dodge them. It's very exciting to play.

EGM: Is it true that the SFX chip was originally dubbed the "Mario" chip?

San: The Mario chip was our codename for the SFX chip before it: was built. It was



i joke name, obviously. The name did stand for something, though -Mathematical Argonaut-Rotation 1/O hip. That was a way of working our name in but Nintendo though it might ause some confusion because the Mario game series is something completely different from the Mario thip. SFX is a better name anyway. Editor's note: The Super FX chip is still labeled as Mario on the Japanese circuit board.

EGM: What SFX games will we see mext?

San:That's entirely up to the designers and programmers and their imagnations.

Since F-Zere first introduced Mode 7, there have been several similar acing games. With the high expectaions we have for StarFox, I'm sure. here's going to more "me too" space shooti-em-ups.

Other 3-D games on the Super-Nintendo are weak in comparison to able to start anything else until the SFX chip was finished:

EGM: What's in the future for Argonaut Software?

San: The long term future is CD. There are already 16megabit games now like. Street Fighter 2

In a

syncratic characters. We've done a ... new Super Nintendo:

year's time, there will be 32-megabit games that will be even more expensive. But a single CD can hold something like four gigabits! We're doing a lot of CD-ROM development on all formats - including Sega CD, Super Nintendo CD, 3DO and lots of other formats. when they come out.

We're developing motion video compression technology for CD and

StarFox, so Nintendo has decided here's no point in releasing wateredlown 3-D games that don't use the SFX chip. Nintendo doesn't release a game unless they feel it's going to be hit. They develop far more games han actually come out

There will probably be a StarFox 2. Nintendo has definitely said StarFox. s the first in a series of video games ising these characters.

Future SFX games will probably nave more texture mapping. StarFox. s just a taste of what's to come.

EGM: Do you have any more chips ike the SFX in the works?

San:Sure we have hardware development and we're busy working on other things. We can't talk about hese projects but you'll see them in he next vear or so. Chips take a ong time to develop and we weren't have done some CD interpretations. of cartoon and movie titles. We're

like to go down one alley in case it's a dead end;

EGM: Wow, it sounds like you guys are busy. Anything else? San: We are doing a lot of games for T+HQ now. Kids love our Ren & Stimpy game for Super Nintendo: because of the cute animation while the adults

go for its weird,

also working on our own original projects. We don't



Argonaut Software's design team spent long hours working on the SFX chip. They're already working on new SFX games!

interpretation of Home Alone 2, too. But it's not based on the movie. We've taken the characters from the film and created a totally new game story involving them. It's probably going to be called Kevin's Dream or Kevin's Nightmare, With such a totally original interpretation of the characters, we're left on our own to do the game play. It hasn't been, "Follow the movie script or else," so we're concentrating on game play rather than license. We're doing that

with a few games. Wayne's World for the forthcoming Super Nintendo CD-ROM accessory. is like a big cartildge game on CD3 It's the equivalent of a 64 megabit game! When the CD-ROM machine is released, we'll put it all together on. CD and add some motion video from the original movie and a lot of heavy metal music.



A NEW GENERATION FOR SUPER NES!

Get ready to enter a whole dimension in home video gaming! StarFox is first cart that utilizes Nintendo's revolutionary new Super FX chip. This technology allows the Super NES to handle smooth polygon graphics and manipulate multiple sprites with Mode 7! The story is simple: the galaxy is being threatened by an evil scientist known as

Emperor Andross. You must lead a group of rather strange copilots in an attack against the offending armada. There are three different attack levels to choose from, each with a variety of challenges. There is a

training mode where you can get used to. your ship's controls and a configure screen for your controller. Check out this incredible cart for yourself!



IMPORTANT POWER-UPS TO LOOK OUT FOR



EXTRA BOMB This adds a Nova bomb to your arsenal.



EXTRA SHIP Shoot 3 drones and it appears in the middle.



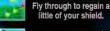
TWIN SHOT Enhances your gun. Get it twice for more power.



POWER SHIELD Protects you from dam-



age for a limited time. YELLOW STARS





GREY STARS Gives you much more shield than yellow.



FLASHING STARS Recharges shield and gives halfway point.





MASTER THESE TECHNIQUES TO WIN!



BLASTER for the game.



NOVA BOMB Destroys all enemies on screen.





ROLL Roll right or left, or even 360 degrees!





BRAKE

Slow down to

Choose from 3 views in space.





































SHIELD OF TERMINITES

you'll receive points based













Practice shooting, flying through rings, and keeping-

TRAINING MODE STAGE CLEAR At the end of each stage,

CONTINUE

You'll be given credits so you can continue. You can rotate and scale the ship.







Fox McCloud. Falco Lombardi



THE MAIN MAP

This is where the fun starts. You can choose from three different difficulty levels depending on which path you take. The easiest one to complete is the middle path. There is also a hidden stage in the Black Hole, but getting to it is a mystery you must solve. Each path has a variety of different challenges for those brave enough to try.



Peppy Hare



Slippy Toad



12201



BOSS!

LEVELI/STAGE1: CORNERIA

the planet surface of Corneria. The level is filled with weaker enemies and is guarded by the Boss you saw in the introduction.

After a super intense scramble you find yourself hovering over







You must navigate through this dangerous asteroid field while

obtaining power-ups and protecting your triends, The boss has





SPACE ARMADA Blast through a giant armada and fly into the

Watch for huge enemy walkers and destroy the Boss's legs to win.



VENOM

Super intense outer space dogfighting will. challenge the best pilot.



LEVELI/STAGES: LEVEL1/STAGE5: LEVELI/STAGE6: VENOM INNER CORE After defeating the Boss of level five you will METEOR

descend into the last level. First take on the Boss from the previous level. It has three attack modes: now! Once you defeat it go for the last Boss!"





mother ship for the kill.















TAKE PHOTOS OF PLACES!

SUPER NES



















Along the way, you will visit many different sights and wonders. You can enter the parks when the items are returned and you can take pictures for your album!

-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	MINDSCAPE	SUPER NES	MODERATE	JUNE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
<u>u</u> <u>u</u>	8 MEG	15	EDUTAINMENT	95%

THE SHOCKING KIDNAPPING!









RESEARCH IS RECOMMENDED!

You will need to research individual artifacts to answer the questions!



A brick is missing from the Great Wall, Can Luigi find it in time?

A missing cannonball has closed down the Kremlin until it is returned





locate a large item, namely an elephant from a park!

Luigi has to

ANSWER THE QUESTIONS

Go to these booths to return the items, but you will need to have some knowledge

of the item in order for the return to be accepted!





Some questions can be really tough to answer!



humorous overtones!

Now Luigi Gets to Save the Day!

The hope of all hedgehogs has actually happened! Mario has been kidnapped while he, Luigi, and Yoshi were about to enter Bowser's castle! So now you have to play out the part of Luigi and try to defeat all the Koopas that are roaming the world, return stolen artifacts, and slowly work your way into the place where Mario is held captive! Let us hope that you can make a difference!

You have to enter doors that will teleport you to different cities that are dotted about the world. And, in order to clear the stages, you must defeat Koopa Troopas, and return stolen artifacts to their rightful places. You will need to learn about where you are and the artifacts you have in your possession in order to proceed. A unique game that is fun for all ages!

A STEP-BY-STEP TO DISPLAY HOW THE SEARCH WORKS



















First, you will need to decide on which door to enter. To the left is a map of which doors lead to where in stage one.



In a particular city, you will need to smash turtles to find the ones that are carrying the artifacts. Collect and return them.



Take the artifacts to these information booths. Answer two questions and you will receive a reward!



With all the details of the city, guess where you are and have Yoshi pick you up so that you can exit the place!



After all the level doors are completed, you will need to fight a boss. Most of them aren't that hard, but they take time.

HERE ARE BUT A FEW OF THE CITIES YOU WILL ENTER!



the information you'll receive on various items. You'll need it later to get rewards for returning the item. Keep searching for clues and rescue Mario!

- L Bowser's Castle
- 2. Cape Town, S. Africa
- 3. Lagos, Nigeria
- 4. Cairo, Egypt
- 5. Omsk. Russia
- 6. Beijing, China
- 7. Tokyo, Japan
- 8. Bombay, India 9. Perth, Australia
- 10. Auckland, New Zeal
- L. Rio de Janeiro, Brazil
- 12. Lima. Peru
- 13. Mexico City. Mexico
- **M**. San Francisco. CA
- 15. Vancouver. Canada 16. Reykjavic, Iceland
- II. Anchorage, Alaska
- 18. Honolulu, Hawaii
- 19. London, England 20. Rome, Italy

FEEL **BUPER NES** ULTIMATE IN TOTAL PAIN!

The long-awaited sequel to the popular Flying Warriors series is finally here! In this 12-Meg monster, there are two modes to this game - one is the arcade mode where you play out the actual plot and go through actual levels. The second is the tournament mode, where you must compete one-onone with 11 other opponents. Lots of variants like a two-player mode and tons of techniques make this cart worth a look.



Of Evil In The



into the Dojos and take out Iron Claw before he does in your teacher!

Stase Two Clean up the beach as you head to the tournament, Change into a Flying Warrior for the boss!











Stozy

This tough fighter leaps through the air and attacks with his super sharp claws!

Mode!



Be careful of No one is as skilled with deadly staffs and has as much reach.







Choose from 12 different characters and fight your way down the scales and onto the final showdown!

JUNE

% COMPLETI ACTION 95%

Beats the hell out of little plastic Army men.









A leading video game magazine calls it "...the Mother of All Combat Carts!
This is no game for SNES sissies!"





SUNSOFT®



In the land of Tazmania, eating is everything to Taz and his favorite food is the Kiwi bird. To get our friend a proper meal, you must guide him down the road in search of Kiwis

THE KOOKY KIWIS!

you will advance to the next stage. Unfortunately, cars, buses, telephone poles, deep water and many foes and obstacles are here to hinder our hero. Avoid these, and you'll be safe. Jump up to catch blue and red birds for energy and extra time. Use your Tornado spin for instant speed. Great animated fun awaits!

HILARIOUS ANIMATIONS AND ANTICS OF TAZ



CAPTURE





BLOWN UP SHAKEN





TORNADO





SKATES

CHARACTERS AND COLLECTIBLES FOUND THROUGH THE GAME

DIDGERI DINGO

He is the ACME delivery dingo who either gives you good or bad items



WENDAL T. WOLF

This timid wolf covers Taz's eves making it hard to see the road.



PTERODACTYL

He swoops down on Taz and carries him to an earlier part of the level.



BULL GATOR AND AXL

These hunters are out to trap Taz. They will lay oil slicks, black holes, glue and bear traps to stop him. The game ends if he is caught in their net.





TAZMANIAN SHE-DEVIL

The female version of our hero has an eye for Taz. She'll run down the road, searching for him. If she catches him, it's game over for poor Taz.









are on.



RED BIRD Catch them to replenish

Catch them to add 10 seconds of clock time

your energy

ACT I



Within the first act are three simple Kiwi capturing levels and a bonus Kiwi stage.

ACT 2



Act 2 sports a variety of water obstacles, rocks, swerving cars and smarter Kiwis!

ACT 3



to no good in the third set of stages.



SELT TO COOPERSTON

THE BEST

AVAILANCE NOW

Horno Bratalil

FOR THE SEGA® GENESIS®

WHEN YOU BUY HANDBALL HE

AND WIN THE HOME RUN DERBY
CONTEST, WILL SEND YOU AND
TOUR DAD ON A FANIASTIC PATHER'S DAY TRIP

TOUR DAD ON A FANTASTIC FATHER'S DAY TRIP TO COOPERSTOWN, N.Y. FOR THIS YEAR'S INDUCTION CEREMONIES

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HARDBALL III IS THE MOST REALISTIC
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ANDUNCED BY EMMY® AWARD WINNING
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SO BUY HARDBALL III TEDAY AND ENTER THE HOME BUN DERBY. YOU COULD MAKE IT TO COOPERSTOWN WITH THE OTHER BASEBALL GREATS PRIZES

(1) Trip for two to Cooperstown, N.Y. from July 31 to August 3, 1993 for 4 days and 3 nights, Jus \$400 spending mency.

(25) Complete set of 1492 trading cards.

(100) Accolate hasphall inps.

FOR FULL HOME RUN DEREY CONTEST RULES, WRITE TO



Home Run Derby Contest F.O. Box 1946 Cupertino, Culifornia 95015-1945



AFRIL 1-1973 - MAY 21-1973



All placisings are timed, at Alichaels Announces throtology as a tradiumanc of Account, line. Suga med Generic are realizantics would by Suga Emergrism, Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, inc. is not are will have with a fall in the control of Suga Emergrism. Ltd. Account, in control of Suga Emergrism. Ltd. Account, in

IN SEARCH OF NEW

PREY...

In the year 2493, the human colonists of New Shanghai on the planet Vega 4 had no idea that their workers discovered dormant eggs of a dangerous, parasitic life form. The colonists found themselves helpless against the Aliens that formed from the eggs, and sent a distress signal for help. A passing ship of Predators heard the call, and made the decision to hunt the Aliens instead of a human colony.

You play the role of a Predator. In your hunt, you will come across

hordes of Alien Drones, eggs, Warriors. Facehuggers and Chestbursters. Collect weapons to help you on your quest, such as the disc and spear. Items will appear after you defeat an alien. Some of these are meat, invisibility shields and Alien skulls (the trophies of the Predator Warriors). Many attack methods are at your disposal, like the grapple, elbow punch, throw, flying kick, spinning kick, slide and bounceback. Alien guardians are waiting at the end of certain levels to teach you a lesson about hunting. Defeat the big prize: the Alien Queen! Fight for honor, fight for glory, but most of all, fight for fun!

CAN YOU SURVIVE?





AREA 1-1



AREA 2-1



AREA 3-1

ADEA 4-1





AREA 5-2



AREA 5-3

AREA 6-1 AREA 6-2

THE ALIENS AND THEIR GUARDIANS











BOSS 1

BBSS 2

WEAPONS AND SPECIAL ITEMS

B855 3

B855 4

RASS 5





SPEAR The most powerful weapon



1150



Not as powerful as the spear



INVISIBILITY Be invisible for 15 seconds



PTERA MEAT



Fully replenish your power



RHYNTH MEAT Partly replenish your power



RIME BOTTLE



LEVEL 1-2 THE CITY'S UNDERGROUND TUNNEL



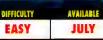
MACHINE

THEME ACTION % COMPLETE

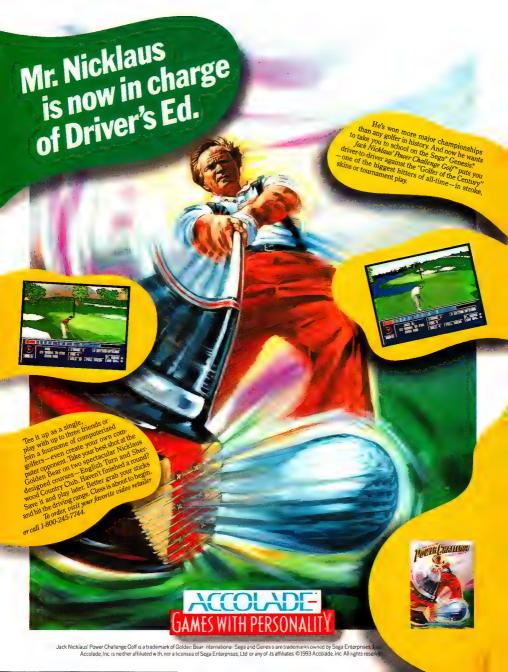
Moderately replenish power **ALIEN SKULL**







99%



HAVE A BRAWL!

This is the year of the fighting game as there are going to be many released. Brawl Brothers is one hot fist fight from beginning to end. It's a twoplayer fighter with more moves than Final Fight; like body slams, leg sweeps, hooks and uppercuts. You'll need all of them for ten terrifying levels loaded with the toughest brawlers waiting for a human punching bag. If you're up for some oneon-one action, check out the cool versus mode.





LEVEL ONE The battle begins in the metropolis where you and your fighting buddy must tough it out with thugs and other scum in the streets, bridges and a maze-like sewer system.

LEVEL TWO It gets hotter as you must now fight your way through a jungle filled with mines and a cargo lift. These guys will now attack in greater numbers.







NOW 95% **ACTION**



A map will display the current area of battle before each level begins.

CHOOSE FROM FIVE CHARACTERS EACH SKILLED WITH DIFFERENT FIGHTING TECHNIQUES!



LORD J

The largest member of the group, Lord J inflicts heavy damage upon his enemies, but is very slow-moving.







KAZAN

Skilled in many forms of martial arts, Kazan balances quickness, power and agility with his magical abilities.





HACK

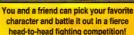
One of the quickest fighters, Hack is able to beat his adversaries to a pulp with superior speed and strength.





Although she's the smallest member, Wendy is an able fighter with her surprising strength and wrestling throws.











SLASH

One of the two big men, Slash has a huge assortment of holds and throws to make up for his slow movement.



IMAGINE A WORLD WITHOUT MARIO

Mario's Newest Adventure is Coming Soon On Super NES

Maid Copyright 1993 © Nintento. Copyright © 1993 The Software Toolworks, Inc. III, Rights Reserved. MARIO IS MISSINGT^M. MARIOT^M. LUIGIT^M. and BOWSER^M are Indemarks of Nintendo. Super Nintendo Entertainment System and Super NES are resistened trademarks of Nintendo and America Inc.



The state of

SPELLGRAFT ASPECTS OF VALOR

BEGIN THE MISSION AT STONEHENGE

Speak with your mentor often to learn new tricks and get advice.





Enter the mixing room to conjure up new spells to give you the advantage.



FIGHT FOR YOUR LIFE!



Fight enemies to receive items like jewels, powder and candles. The battle scenes take place in a separate screen where you can attack with a staff or the magic spells that you properly mix.

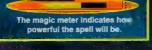
POWERFUL MAGIC TO GASTI

In your quest to save the two worlds, you will come across these Spheres of Power where new magic techniques will be learned.



Balls of Fire rain upon the enemy with this spell.

This lightning blast can really zap the enemy.



-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	ASCII	SUPER NES	MODERATE	AUG
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	ADVENTURE	75%

GATEWAY TO REALMS UNKNOWN

With the threat of the Magical and Modern Worlds being destroyed by jealous wizards, you realize that you've been drawn to Stonehenge for reasons yet to untoid.

SpellCraft is an adventure game th a bit of rele-playing blended in the basic, pot is to learn the propenethod of conjuring spells and nestroying these rivaling wizards in meir fortified domains of magic.

Journey about the Modern Worlds where you must battle beasts with your staff and collect items we candles, powders, jewes and stones, needed to conjure these spells and same the universe, from being order.

AN ADVENTURE AWAITS YOU



The Air World is filled with flying attackers



Heat from the Fire World will keep you sweatin'!



The Earth World is filled with all kinds of beaste.







More than 40 separate missions that get more complex as you progress



It's like you're the star in a deep space action-adventure movie



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Trounce the Kilrathi and be a hero Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, fullscreen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

WING COMMANDER is a registered trademark of ORIC in Systems no. 01990 11992 DRIGN Systems line. 01992 MINDSCAPE in All Rights Reserved Li-cented by MINDSCAPE, nor. A Software Toolworks Company MINDSCAPE and its opp are registered crademarks of MINDSCAPE in C. Super Nincendo Entertainment Systems as registered Trademark of MINTENDO OF AMERICA. Inc. Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an actionadventure movie - and you're the star!



Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



The 3-D Space Combat Simulator



LEUEL TWO: BLUE BEACH

The second level starts out on the beach, but after a massive tidal wave, everything is deep underwater. You'll have to experiment with the different forms to find which works best here. The boss is a gigantic slime beast and he launches smaller versions of himself at you.



LEUEL ONE: UEGI-LAND

The first level is rather simple. Try to get used to the controls, and see what the icons do. The area around here is very hilly, and you can lose your balance. Beware of the boss: he's a little troll with an attitude. He jumps and shoots in a certain deadly pattern.



WIDGET'S SPECIAL TRANSFORMATIONS!

MUSCLE MAN







Widget changes his form by collecting one of four power-up icons. When Widget collects two of the same kind, he will change into a second, more

AIR WIDGET





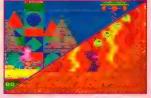






powerful form. Be careful, as one small hit will change our hero back to his original form. Each shape has its own abilities. Just perfect for hard levels.

FOREUER ONWARD...



Later on you will find yourself in a world of giants and a land of little people. The hazards will become greater and it takes skill to beat this game. In the lava world. you must drink glasses of water to keep from burning up from the intense heat.

THE PURPLE PUNISHER!

Widget is back in business with his very own 16-Bit game. Fight your way through a colorful world of hazards and fun. Some levels even use Mode 7 to highlight the game with radical special effects. Super Widget is based on a popular cartoon. With that in mind, the game's graphics reflect the zaniness of the show.

You are Widget, a polymorphing alien who is set on becoming an interplanetary watcher. To do that,

you must explore many lands and fight even stranger aliens. The worlds you explore are filled with danger, and the enemies are plentiful. With a variety of playing fields. Widget will be one grand adventure. Will Widget be able to have his dream come true? It's up to you to decide!



Reel In The Great Outdoors Without Leaving Your Living Room.

















You are cool, cuming and patient, but so is your competition. King Salmon will test your angling skills right in your own living room. And you won't need a fishing license

SEGA



STRIKE



The son of the Madman is back to avenge his father's death in this 16-meg sequel to Desert Strike! With the help of a powerful South American Drug Lord and his private army, they plot to build nuclear weapons to destroy Washington DG

Now you must come out of your retirement and take out this vicious madman. Command a Super Comanche, Stealth Fighter, Attack

Hovercraft and a Special Forces Motorcycle through nine dangerous campaigns in either night or day. Rescue hostages, capture commanders, and recover stolen nuclear weapons while defeating the drug lord's army.

The battles come alive as the graphics are viewed from a pseudo 3-D perspective and the sound of the gunfire explodes with crisp digitization. Grab your helmet and prepare for battle!

SUPER CHOPPER WEAPONRY

Your Super Comanche is equipped with a powerful arsenal of weapons such as machine guns, hydras and hellfire missiles. Use them sparingly because you only have a limited supply. Should you run out of ammo, there are several ammo crates and ammo trucks located in select areas of the present battlefield. Just fly the chopper directly over the ammo and a hook will lower to



TAKING CONTROL

When the game is paused, a view of the monitor and controls will appear. Three options can then be accessed. Map (A) shows the entire area of the mission, Mission (B) briefs the pilot of the objectives, and Status (C) goes over the current situation of the mission. You can also assess your fuel and ammo supply.

retrieve the cargo.

REMEMBER TO FOLLOW YOUR MISSION OBJECTIVES!

Each campaign consists of several tasks assigned to you in order to clear it, The next mission and the others that follow will have different tasks.



Protect the historical landmarks from **Merrorist attacks**



Seek out and destroy the government HQ seized by terrorists.



Eliminate car bombs before they destroy



the 5 U.S. embassies



FUEL DRUMS #00 gallons of fuel

WATCH OUT FOR OTHER

OBJECTS IN COMBAT!



ANAMO CRATES

Heavily armored RVs Terrorist attack vehicles



Ammunition reload



AMINO TRUCK Corries supply of aming



STAGE 2: SUB ATTACK

LANDING ZONE MIA & POW drop-off

Drive a hovercraft in search at

nium into a secluded group of

islands. In addition to that, you

SEALS taken hostage by the

must also rescue some NAVY

evil drug lords smuggling pluto



Find and rescue Sal the undercover informant held captive.



Protect the Press mnt's motorcade from terrorist incidents



Capture the sniper to learn details of the Madman's plan.

STAGE 1: WASHINGTON D.C.

The Washington Monument (1), Jefferson Memorial (2), and the

Library of Congress (3) will be attacked by crazed terrorists and



The nation's capitol is under attack, with terrorists seizing government agencies to use them as their headquarters. There are also snipers to kill and of course the President's motorcade to protect...





Ram the smugglers with the hovercraft on land or lav mines in the water for them to drive into and watch them explode into oblivion.



Portable cannons and speedboats with missiles will be used against you!



smugglers.







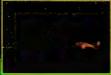
must be protected at all costs!

LATER STAGES OF THE GAME

There are a total of nine action-packed levels in the game, each covering different terrain such as rivers, cities, deserts, polar areas and, of course, rivers. Each level entails a variety of new missions and new enemy weapons like mobile radar tanks. Patriot missile launchers and drug-smuggling speed boats.













Your ship has just crash landed on an alien planet. and as you were dragged out of the wreckage, the indigenous life (being cyborgs) change you without your knowing it, into a mechanical warrior! Now it is up to you to get your vengeance and show some

"Cyborg Justice"!



At the beginning of the game, you must decide what components your borg will be made up of. Then you can either go into the one-on-one duel or into the scenario arcade. sequence. The game is filled with

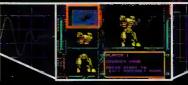
> automaton should! In addition to the basic moves, you can rip off limbs and weapons from Ther characters and attach them to your own cyborg! Tons of detail and added touches like a 2-player mode blend together to make



W	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	SEGA	GENESIS	MODERATE	NOW
4 =	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	5+	ACTION	100%

beautifully animated robots that actually. move like an this cart a winner!







You can get weapons at the beginning of the game or rip them off of other opponents!



Has a rapid punch strike

Opens and drills into.

Slices off

enemy limbs.

Lasts for a

short while.



raes at the enemy



Fires straight beams.

Your body comes equipped with its own special claw that has its own advantages!



The normal

basic body.



Contains a good labbing limb.



The toughest dyborg body!



Comes with a dangerous claw.



A walloping punch!

Has a claw mat of grabbing

ERRINE

Different legs help you run faster, kick harder, or jump higher. Some even transform you into a tank!



Overly good pair of legs to have.

Provides the best speed!



Do flip kicks and

other neat feats



picked up.







Gives a massive double jump

HERDBUTT

Face enemy and press button A.

Press Up and then button A.



BLOCKING









Face enemy and press button B.

To block simply press button C.

Press forward and hit button A.

Jump at enemy.

Double click

press Down + C. the A butter

Press back and then hit A.



Press C to jump. and press B.



Press diagonally down+C and duck.



When you have something, hit B!



First, you must strike your opponent three times to stun him shortly.



Now, yank his weapon arm off and either throw it or attach it to you.



Press Down and

then hit A.

Again, strike three times in order to stun him to get your weapon in.



Use the saw or crusher to lob off his other hand. Pick up and use.



Next, rip off his body from his legs and either throw it or use it for health.



Finally, pick up the legs and either attach them to you or throw them!

STAGE ONE: THE OUTERSPHENE OF THE CYBOAG



2-on-1 is an even match with the saw attachment!



Watch out for the many holes that hold you!



These razors will damage anything and anyone!



STAGE THO: THE OUTERSPHERE CYBORG PLANE



Level two will have you do battle within the cyborg compound. Look out here, because they are much tougher than they were when you met them in the first stage. The boss is stronger in this stage.



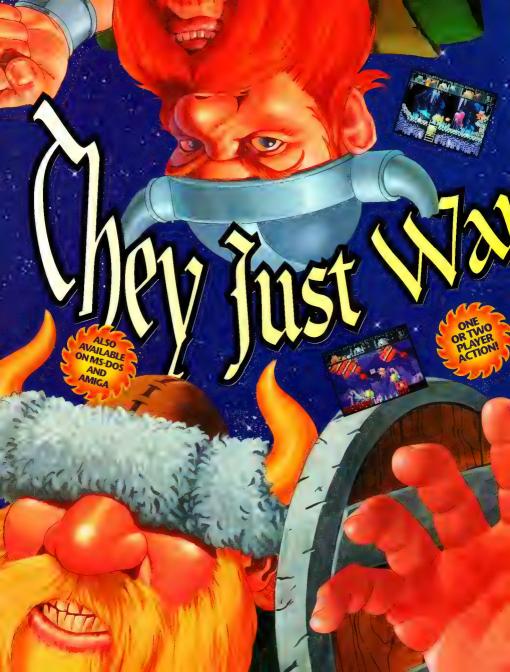
Here is the arcade mode where the scenario takes place! 1-2 payers.







There is dueling of tion for the 1 in-1 enthu sts! 1-1 players.







The Kingdom Is In Beril!

For ages, the Dark Seal has imprisoned the embodiment of evil. However, that seal is beginning to fade, and hideous monsters are beginning to roam freely about the land.

Guess where you fit in? You are the lone brave warrior that is going to achieve what his father did before him, and that is to attain the highest degree of warrior reputation that can be reached! To do that, you must complete intricate quests and defeat monsters in order to be dubbed a higher title by the King of Landale! Great music accompanied by a long plot featuring lots of detail highlight this magnificent cartridge RPG.

Mass Enemies Abound!

GOBLINS These must be destroyed in order to get the magical stone!





These buggers hide in the trees and come in mass numbers.

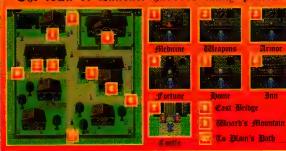
KOROLD KING To clean out the forest, this creature must be removed.





BUGBEARS Brutal! Wait until the quest expands before combat.

The town of Landale harbors many places!



Enter the Landale castle!









Return to King!

The king will give you a new title after every quest. He also gives you a map.



Wisard's Mountain Kill all of the Goblins to help the old wizard out.

Lerouk Moods Find the Kobold's hidden base and clear it!





Taurus **D**lain There is a mystery in every corner of this place!

ActRaiser 2

GENESIS HARDWARE

Genesis Core System Genesis Fighting Systm \$115 Genesis CD Player \$200 Arcade Power Stick \$34 Ascii Pad \$24 Game Gente \$4G Genesia Activator \$64 Genesis Menacer Menacer/Terminator 2 \$60 Mega Fire Control Pad \$19 Power Clutch Pro Action Benlay \$75 Super Jo-Jo \$39 Triton Pad \$26 Turbo Touch 360 \$29

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544

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tion to 4 exotic islands. Choose your Kawasaki Ninia motor cycle, or jet ski watercraft in a race against time. Features digitized photos, engine noise, & a full range of motion. \$49



AMERICAN GLADIATORS' captures all of the excitment & challenge of the original. Includes digitized photography of the real gladiators, life size action, and scoring adapted straight from the TV show. This is competition so real...it hurts. \$54



TONY LARUSSA BASEBALL' fea tures complete team rosters & player stats from the 1992 baseball season Stats are provided in 49 hatting, 14 fielding and 44 pitching categories. Includes battery back up of standings & player stats, a complete season simulator with 162 games, a zoom mode for hit ting, and a unique

fielding system, \$54



In 'SHINORI 3' Jos Muggehi the chinchi maetor of stealth and the lethal ninia arts is back, bigger, and Slash through murderous armies of bioninias Annihilate martial arts monsters with knives, swords rump kicks, & all new acrobatic assaults or summon shipph magic to defeat them. Rip through intense combat al ninia speed.

Shinning to US PR AK HI APO & EPO \$4 per order. Air Mall to Canada \$6 pe order. 2 Business Day Air US \$5 per order; PR, HI \$12 1st item + \$2 ea. add'i; AK \$19 1st item + \$2 ea. add'i. Handling \$1 per shipment.

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Buy any 4 in stock games and choose a 5th game free from the list below. Offer subject to change or cancellation without notice. Valid while supplies last.

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MAY FGM 1

2GALT OR NOT TO GALT?

Band together with some of the strongest and bravest warriors armed with highpowered weapons and magic abilities and rid the land of the evil forces once and for all.

Players will be impressed with the game's graphics and game play which look and feel a lot like the arcade classic Gauntlet. The difference is the amount of magic you possess and the various partners you choose to fight with you.



Pause the game and you can view your character's magic stock and abilities.



Your friends will join you in battle; lend some advice, and replenish your health.

2GALT

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	JULY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	7	ACTION	30%

CHECK OUT 2GALT'S AWESOME MAGICAL ABILITIES



LIGHTNING
Blast an electrical charge toward enemies.



TIME BOMB
Lay a land mine that will explode a later.



HOLD
Put a freeze on the enemies and kill them.



SUPER Launch a spinning energy charge.



BASIC Fire a regular shot toward the oncoming enemies



WIDE Shoot a wide range, three-way fireball attack.



ANGLE
Toss a lethal boomerang
that returns to you.



MONDO MAJOR Unleash high-powered shots in four directions.



DEATH
Give an enemy instant
death with one hit.



LEVEL ONE

The first area requires some fancy dodging as there are plenty of enemy shots fired your way. Beware of the boss's threeway cannon!

LEVEL TWO

Defeat all the enemies and close all four gates of this junkyard and you'll be allowed to fight the boss who launches lots of missiles!











М.	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	ABSOLUTE	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	100%

TENNIS ANYONE?

After making its debut on the Super NES, David Crane's Amazing Tennis has finally appeared on the Genesis!

Choose the type of court that you would like to play on. Select from grass, clay and hard court surfaces.

If you choose tournament play, you will have a chance at over a dozen internationally ranked players. Play alone or against a friend; either way you'll definitely have your hands full! Practice up on those serves and backhands because David Crane's Amazing Tennis will be bouncing into stores everywhere!



It is very important to learn how to play close to the net and to return lobs.

DIFFERENT PLAYING SURFACES!



CLAY- A fairly "user-friendly" court. Slow bounce and plenty of control makes for some great volleying.



GRASS- A tough medium to play on: Surface and ball control are quick. One for the pros.



HARD- A great place to play! This is the court of choice for everyone from pres-to amataliza alike!

lavid Crane's



will increase your chances of winning!

International Competition





Kanyanta Rank: 62











A FLY **BALL TO FIRST BASE**

As the crowd cheers and does the wave, your batter runs past home plate to score yet another run for your team! This is baseball at its best. What makes this sports cart different from other baseball games is that there are so many features that you can access besides just playing exhibition or a full season. There is an options menu that can change the type of game you play, the series type, the number of players (including the computer playing against itself), difficulty, music, password, and a new defense mode which allows a player to have the outfielders be controlled manually, automatically, or have the computer assist in the plays. Create your teams from the roster which con-

WHAT CAN YOU DO IN THE TIME OUT MENU?



TIME OUT This is the time out menu.

REPLAY

Instant replay of

vour cool moves.



Replace pitcher with a new one.

MOVIES

Puts cinemas in

the side boxes.



SUB Substitute new players in for old.



SCORE Check the current game score.



MUSIC Turns the music on and off.



TIME IN This option goes back to the game.

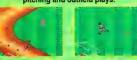
tains the American and National leagues, Ali Stars, and real players from specific years. After you select your lineup and pitchers, you're ready to play ball!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	TENGEN	GENESIS	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	95%

IOOSE FROM 4 DIFFERENT GAME TYPES!

Detailed graphics portray the batting,

pitching and outfield plays.



FOR WINNERS ONLY



when you complete a game.



You may even be awarded Most Valuble Player on your team!

PLAY BALL



Just a normal game of baseball for 1 or 2 players.



GAME BREAKERS

Critical games that you'll get to play in.







TAKE THE CLADUATORIAL CHALLENGE!



ASSAULT

Run to each station and grab the weapon. You can only shoot it once

before you run to the next station. Hit the Gladiator that is shooting at you to win.

JOUST

Using your jousting sticks, knock your opponent onto the platform.



Perform many crucial tactics with swift hits to the head, knee and chest areas.



THE WALL

Climb the wall using the hand holes provided. You must be quick and agile,

as the Gladiators in white are close behind to make you fall.

ATLASPHERE

In this human rolling ball, you must move onto the raised targets in the



arena. Steam will come up and you will score a point in this challenging event.



POWERBALL

At each end of the court there is a bin with balls in it. Take them and race

to the nearest goal to secure a score. The Gladiators are waiting to block you.

ELIMINATOR

This is the ultimate test of skill! Run through an obstacle course



that includes climbing, hand-to-hand bars, rope sliding and more!

AMERICAN GLADIATORS

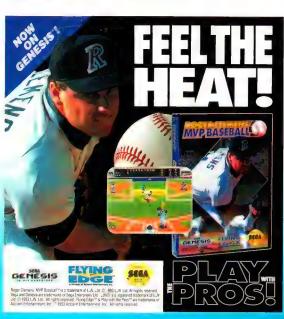


Scoring well in each event will help keep you in the tournament.

CHALLENGE THE BEST!

Join the tournament with the American Gladiators and prove your might in these skillful games! Choose Tournament mode, or go Head-to-Head with a friend. You can make the choice of being a male or female player. This decides who will be your adversaries (the male or female Gladiators). Win the Assault, Joust, The Wall, Atlasphere and Powerball. Then you will go into the obstacle course called Eliminator!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 🖫	GAMETEK	GENESIS	MODERATE	NOW
13	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	6	SPORTS	100%



OIL UP YOUR SHOOTIN' IRON!

Yee-haw partners!! Here comes the best shoot-em-up, quick-draw game of the yearl Load up them pistols for Mad Dog McCree on the Sega CD.

In this digitized shootout, your mission is to
rescue the mayor and his
daughter from that nasty
gun-totin' varmint, Mad
Dog McCree. Your gonna
need all the luck you can
muster because Mad Dog's goons
are everywhere!

You'll receive some very valuable information along the way by some friends who will do their darndest to help ya out! Use your trusty six-shooter to blast your way through, Mad Dog's henchmen and save the town from his evil influence. Just to make it a fair fight, you can even practice your shooting on a target range. So hurry up, time's a wastin'! Try your trigger finger against Mad Dog McCree coming soon to the Sega CD!

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 5	AMER. LASER GAMES	SEGA CD	MODERATE	NOW
4	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	N/A	15 +	ACTION	100%

Mad Dog McCree



Be careful when going into the saloon; many of Mad Dog's boys are in there!



Great shot! Watch the rooftops carefully as many attacks will come from up there.

SOME OF THE ORNERIEST CHARACTERS EVER!



This old-timer gives ya some hints to help ya along the way. Count on him for good info.



Squealers like this are everywhere and will help ya a lot - if ya can find 'em in time! The town undertaker is a morbid hombre with a sick sense of humor. He'll bury ya if ya die!









- 1.) These are your bullets. Keep an eye
- on how many you have!
- 2.) These hats are your life indicators.
 3.) This is your holster. Reload your gun by dragging it to this area.



After completing an area, you will be able to select where you will go next.



Sometimes you will get to hone your shooting skills with some target practice.



Uh-oh. If one of these low-life hombres gets the drop on you, you've had it!

MAKE MY VIDEO

C+C music factor

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	SONY IMAGESOFT	SEGA CD	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	ENTERTAINMENT	100%

THE EDITING PROCESS







Choose to edit from 3 of C+C's most popular dance tracks. When you're done, you can view your video. Make sure it's good, cuz the critics are tough!







EVERYBODY DANCE NOW!

Aspiring music artists can take part in their own creation of music videos with C+C Music Factory's Make Your Own Video. Although it's not a game, this disc reveals some of the basics of video editing.

Choose from an assortment of special effects to synchronize with the music scenes as well as some old cartoon and film footage.

EDITING SPECIAL FX

There are a total of 16 special video effects at your disposal. Here are five of the coolest ones!







FREEZE Causes images to be paused.



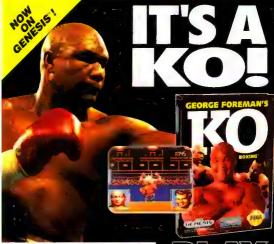
LYRICS Displays words of the music onscreen.



WASH Inverts colors of the images.



SMEAR Blurs images and pixelates them.















BIG MEAT: Change into raged Bonk! Breathe fire for limited time!







SMALL MEAT: Change to Semi-Charged Bonk! Fire atoms that quickly stun!





GET SOME TWO-PLAYER BONKING ACTION!



Two players can combine forces by riding on each others' heads! They can also bonk each other, but no harm is done by this!



NOW BECOME A BIGGER (OR SMALLER) BONK!



Now Bonk comes in three sizes: Small, Regular and Large! Collect the different colored candies to do this. However, if you take a hit as Large or



TELEPORT!

If players are separated, there is a teleport option to bring one along side the other! The person who is behind just needs to press SELECT and he or she catches up to the lead!



WE CAN BONK IF WE WANT TO!

Small Bonk, it's back to Regular Bonk!

Bonk is back and ready to smash! Now he has a friend - but only if one selects the two-player mode! He also has two new sizes - Small, to squeeze in small spaces, and Large. for those real big bonks! However, if Bonk takes one hit while Small or Large, it's back to Regular size Bonk! The other



new option is the two-player mode where two can bonk (but share the

same life meter!) King Drool, who is back for more, has several new meanies who also give Bonk a hard time! These tough Boss characters can be found at the end of each level! Bonk can also change into a crab if stepped on - so watch bosses with big limbs! Get ready for the bonk of your life with one or two Bonks!





Whenever you see this flower grab it and you can

advance to a bonus level! In each level there is a time limit during which you must complete a given task. For example, here you must get to the exit sign before the timer runs out. If you complete a bonus level you will be awarded with big



STAGE 1: Smash sleeping meanies and fight awake ones! Test your sizes here!

BOSS 1: Get stomped on, turn into a crab. and snap this boss from below!





STAGE 2: Inside a giant house, look for menaces - like this big drooling baby!

BOSS 2: Get to the top of the screen, then use spinning head smashes on it!



				points - ev	en an extra life!
		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5	H	HUDSON/T.T.I.	DUO	MODERATE	JUNE
1		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
		8 MEG	7	ACTION	80%

ACT/ADV 100%

NO LAUGHING MATTER!

Criminals have taken over the streets, and only two brave fighters can take them back! There is also a missing lady to find. Could there be a connection? You can choose

between two different fighters that have different methods of attack! With fluid graphics and a pounding rock music score, try to bring order to the Riot Zone with two tough dudes!





estimates, Gives niev n



Money & Gen a Variable amo ini Or SHEWIES





BBC & Turken Res loves in meter to full







Hawk is the laster of the two. His blows infile less damad man Tony, but he













more d image. He has a specific reak-dance movil

BRAWLIN' STAGES:

Move from rooftops to ascending elevators!

delivers them sister



Brawl on the streets and inside a factory!



Battle through a ratinfested gambling den!





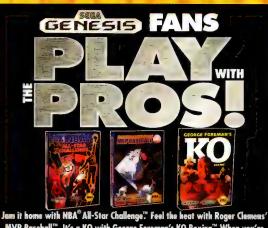
Two bosses here: Mr. Lee and Miss Chan!



Shawna lashes out with her whip!



Watch for the spikes on this barefoot creep!



MVP Baseball." It's a KO with George Foreman's KO Boxing." When you're tired of watching from the sidelines...it's time to Play With The Pros™!









MANUFACTURER MACHINE DIFFICULTY AVAILABLE

KONAMI/TTI DUO MODERATE MAY

CART SIZE NUMBER OF LEVELS THEME % COMPLETE

SUPER CD 9 SHOOTING 90%

BACK TO THE

The vile Gofer army is waging war on Earth and her colonies. Once again it is up to the Vic Viper to stop the alien threat from taking over the entire galaxy.

Fans of the original Gradius and Lifeforce should take a look at this great shooter. All the qualities you loved before are back. Different weapon configurations and radical power-ups highlight this tribute to the classic shooter series. Will you defeat the endless hordes of aliens?



THE CINEMAS



1985: GRADIUS 1





1986: LIFEFORCE (SALAMANDER)

The Gradius series has always been one of the topnotch shooters around. In 1985 the awesome. Gradius came out, with the awe- inspiring Lifeforce close behind in 1986. And now for 1993....Behold!

EQUIP YOURSELF WITH MANY POWERFUL WEAPONS

CONFIGURATION A

STRONG DEFENSE / FAIR ATTACK











CONFIGURATION B

STRONG ATTACK / WEAK DEFENSE

SPEED UP









CONFIGURATION C
STRONG ATTACK / WEAK DEFENSE

SPEED UP









CONFIGURATION D

STRONG DEFENSE / FAIR ATTACK

SPEED UP









FRAUTUS





FLASH

SHIELD

STAGE 1: THE STELLAR CLUSTER

Fiery comets and flame dragons haunt this deadly zone. Try to power up early on or you won't be able to progress very far. The boss is a phoenix that flings fireballs at you. It moves fast, but you move faster.







STAGE 2: CYBER SPACE COLONY

This place was once a space colony. Now, it is infested with slime-dripping allens, and you must fight to the death! You will have to cut your way through their nest! The boss is a gigantic eyeball with humongous arms to attack with!







STAGE 3: FROZEN WASTELAND

Ice chunks float around in this perilous part of space. Remember that the crystals break into smaller pieces. The crystal mechaoss flails tentacles around the screen and shoots lasers at you. Keep your guard up.







STAGE 4: RETURN TO GRADIUS





This level is just like the first level in the original game! The intensity level here is high, as enemy shots fly out of every hole! The shear mass of the attack is a force to be reckoned with. The boss is a giant laser-spitting machine!



THE BATTLE CONTINUES ONWARD...





Those weird heads from Easter Island are back, and they're heavily armed

THE REACHES OF SPACE...

The later levels will heat up with more action than ever before. Your only hope of salvation is to power up your ship, and keep an eye out for stray bullets. Always listen to the voice that tells you the Boss's weak points. You will need this advice to progress into such strange areas like the many

fields of Easter Island heads, to an all-out battle in space. Are you good enough to survive?





Boss 1: Abobo

Guards the ship's door and does not want you to get in! **Use Battletoad Butts** and/or Typhoon Kicks to defeat him!



Move inside the ship and battle on! The Battletoads' old enemy





Poundin' Fun: **Guidos and Walk**ers will confront vou: pound Guido through the floor!



		120
_	11	
		ш

RADEWEST

MODERATE

% COMPLETE ACTION 100%

Yeah, but check out the bosses under the Fact File Box! We take on both our deadliest enemies!

LEVEL 3: DEEPER IN

Down the elevator, and further inside! This Level requires fighting/control skills! Roper waits!



Ha! Dream on Battlejerks! Even with your Double Dumbhead friends, you will never defeat us! I still owe you one for last time!

BATTLETOADS: "Move to Us!"

kidnapped and wants some action! There

The green three are back and this time you can play as Pimple, who isn't being















MAY

EVERYBODY MOVE... TO THIS!

The ultimate team is here! The Dark Queen, licking her wounds from the last encounter, has built a giant laser cannon in space to destroy the earth! The Battletoads, naturally, take it upon themselves to destroy the menace. Yet this time. the fighting duo of Jimmy and Billy Lee want to join in, as the Queen has recruited some of the Dragons' enemies. You can play as either a Battletoad, one of the Double Dragons, or in a two-player game where you can hit each other or one where you can't. See if the Ultimate Team has what it takes to defeat the Queen and her evil horde!















are some new moves as well







Bikin' Bash



Knuckles

Twin Side Thwack Slam



Front Punt

BT Big Duck



Doorman of Doom: Coward who throws dynamite! Pick the dynamite up and throw it back - before it explodes!

Bikin' Fun - Let's Go! Speeder Bikes are back! You must also fight while riding! Ram enemies from behind or kick them! Boss 2: Big Blag

The fat rat is back for more! It attacks like before - with punches and tubbo drops from above! Use Head Butts and Typhoon Kicks to bash it to death!



Bird Here -Keep Moving!"

Climbin' & Kickin'! Some parts require hanging from the ceiling and



No Gentleman! Linda Lash, meet the

'Toads! Watch for her whip -

it inflicts serious damage!

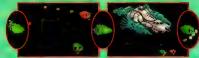
Dangling Duo! Use the Turbo Rope to move into the levels below! Look out for Ravens!



Boss 3: Roper Duck to avoid his machine gun! Don't charge him - he hits you with his gun! Let him come to you!



LEVEL 4: IN SPACE Now it becomes a shooter a la Asteroids! Use the jump button to thrust and the punch button to fire lasers!



Boss 4: Big Ship Blow this ship to pieces by shooting the parts that fire at you! Beware, it fires too!



The fighting duo of Billy and Jimmy Lee bring street fighting skills into play with their Dragon Force Techniques. Whenever they hit someone, however, their limbs remain normal size!



Twistin' Typhoon





Bikin

Bash

Take Out The Trash



Elbow



Earthquake

Jab 'n Stab

Strike



Nose

Crundh

Flying Dragon



limmy

Whizzin Whirlwind



Back 'N Front Punt



Smash

Tail Throw

Side Wall

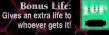
Billy



Walker's Leg: Pick up this item when you destroy a robot.



POWER-UPS & ICONS:







SHUT UP AND DEAL!

Casino Kid is back, this time taking on several new adversaries! Fly around the globe winning cash. Start with the lower level gamblers, build up your bank, then take on the big money people! But money doesn't grow on trees: Casino Kid also has a limited supply of green stuff! You win a game when your opponent goes bankrupt.

CASINO III

	MANUFACTURER	N. A.	DIFFICULTY	AVAILABLE
5 -	SOFEL	MES	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
W #	2 MEG	12	STRATEGY	100%



Casino Kid: America All Games/3rd



Rocky Hammer: Canada Black Jack/2nd



Paul Kieton England Roulette/2nd



Rie Lanka; China Roulette/1st



Allton Silver: Brazil Poker/15 number after their country shows their gambling level. For a synopsis of these levels, look below.

Meet Your Opponents Around the World:

Here are the people you will play against in the game. The

Gambling Levels:

1st Level: \$1 - \$10 2nd Level: \$10 - \$100 3rd Level: \$100 - ?

Start with the 1st level players to save up your money.

POKER: BLACK JACK:

nere you have a dealer. Press A to place an ante, which will also start the hand. Move the hand with the arrows and press. A to select which cards you wish to hold, also raise the bet. Press B to fold.





ton B sets the amount you bet to Zero, and A OKs the amount you bet and starts the game. Use the arrow keys to select a play, A to confirm it.

Press <- or -> to buy chips and UP and

DOWN to bet an amount of money. But-



The objective: get to 21! You can win, lose or even tie with this game!



Abu Ganzil: India Roulette/3rd



Ryu Mishima: Japan Poker/3rd



Othman, Jr.: Nigeria Poker/3rd



Nikoria Bunin: Russia Black Jack/1st



Jyina Nagule: Australia Black Jack/1st



ROULETTE:

Use the arrow keys to place the chips on

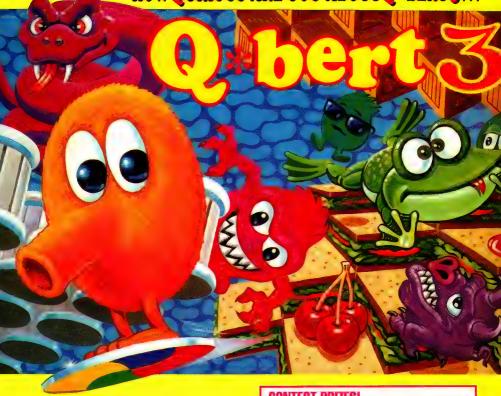
the spaces you want and press A. You can lay down 5 chips and each can be of a different amount. After the fifth chip is laid down, watch the wheel spin and the ball stop.







EGM AND NTVIC WANT TO KNOW:
HOW QURIOUS ARE YOU ABOUT Q*BERT 3???



HOW TO ENTER:

Answor the following questions correctly and qualify to wini Mail your answers on a postcard to:

Q*Bert 3 Contest (EGM)

1920 Highland Avenue, Suite 222 Lombard, IL 60148

Be sure to include your name, address and phone number on your entry.

All entries must be received by September 15, 1869.

- 1. What article of clothing appears in the
- background of level 4-1?
- As you play level 4-2, what letters appear on top of the typewriter keys?
- 3. How many cans of paint are spilling in level 7-1?

CONTEST PRIZES!

1 FIRST PRIZE:

One winner will receive a Super NES System with NTVIC'S Super NES games Q*Bert 3 and Strike Gunner S.T.G. and an EGM in Your Face T-shirt.

5 SECOND PRIZES:

Five winners will receive a copy of NTVIC's Strike Gunner S.T.G. and an EGM in Your Face T-shirt.

Contest Rule

All entries must be received by September 15, 1993. EDM or NTVIC are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable, when we will be determined by a random drawing of all correct entries. All state and federal taxes, if any, are the responsibility of the individual winners), Void where prohibited by law. All Federal, State and local regulations apply, illegible or incomplete artries are ineligible. Employees of Sendal Publishing Group, inc. or NTVIC and their affiliates are ineligible to enter. NTVIC and Sendal Publishing Group, inc. reserve the right to cancel this premotion at any time with appropriate notice. Winners' anners and prize information may be used by NTVIC and Sendal Publishing Group, inc. for any sendal publishing districts and purpose without further compensation.

BINGEAGE

The Fight of Your Life!

travesory.

Ring Rage by Taito proves that good things do come in small packages! Fight your way past five of the meanest hombres this side of the Rio Grande.

You can choose your fighter, each with different fighting styles, and the type of match you want. Tournament pits you against all of the combatants one by one. A match option lets you fight in just one all-or-nothing slugfest. You can even hook up with a friend and bloody each other's proverbial noses! If you long for a challenging fighting game to take on the go, take a punch at Ring Rage!

TWF MARTIAL ARTS GRAND PRIX

** TOURNAMENT

1P EXTRA MATCH

1P EXTRA MATCH 2P EXTRA MATCH

You can fight a one-rounder, participate in a tournament, or play against a friend.

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	TAITO	GAMEBOY	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	6	SPORTS	100%



If you travel to Chicago, you will fight in a steel cage where there is no escape!



After pummeling your enemy into a fruit-juicy pulp, you can go for the pin!



Watch for opponents that climb the



You must try to win the impending power struggle by pressing button "B."

Pick a Fighter to Match Your Own Personal Style



"KO" Joe (Kickboxing) Height: 6' 4" Weight: 260

RTHPLAGE SUN FRANSISCO INISK BLOW SUPER UPPERGUT



SHADAN WRESTLING



Shadam (Wrestling) Height: 6' 3" Weight: 270



KARATE

: CE I SHI SELES

: FACILITY SELES

- FACILITY SELES

Yasha (Karate) Height: 6' Weight: 220



SPIKE WRESTLING

: HEIGHT: ZETEIN : BYOTHPLAGE .FINISH JERN

> Spike (Wrestling) Height: 7' 6" Weight: 330



MATANTER STATE

GUNBOAT

Gunboat Rody (Wrestling) Height: 6' 5" Weight: 230

MOVE TO RASH: LEARN TO FIGHT TOAD-STYLE!

Master Rash's strange, but effective, fighting techniques to survive!



Nuclear

Knuckles

Kiss-

My-Fist





Butt





Rali



BT Big

Boot



Size 13s

Big-Time Throw



SOME USEFUL ITEMS:

Throughout the game there are several items that can also be used as weapons!



1-UP: Get this item and you have an extra life!

WALKER'S LEG: Smash the Walker and use its leg as a weapon!



BATTLE TO THIS!

Zitz, Pimple and the beautiful Princess Angelica were out cruisin' in the toadster one afternoon when they were swallowed up by the evil Dark Queen in her starship, the Gargantua! Luckily. Zitz managed to get out a distress signal telling Professor T. Bird what happened! They were taken to Ragnarok's World, where they are being held captive. Now it is up to the cool Battletoad Rash to venture down to the hostile planet and save them!



		MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ō	_	TRADEWEST	GAME BOY	MODERATE	JUNE
		CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1.6		1 MEG	12	ACTION	100%

Armed only with his brawlin' skills and other various abilities, you must help Rash thwart the evil forces to bring his kidnapped pals home! Rash can run, jump, punch, kick, headbutt, drive and handle a variety of weapons in this translation of the mega-popular NES game! Battle

through twelve intense levels of rough-and-tumble action. Beware. though, some of the levels require fast reflexes and skills other than punching! It is up to you to help Rash rescue his friends - or he will become a pair of frog legs on the Dark Queen's platter!



Hit the Walker twice to get its leg; this object can be a powerful weapon!



Throw back the rocks the **Boss shoots** at vou!

Down the canyon you go on the Iona Turbo Rope! Kick the Saturn Toadtraps before they bite you!

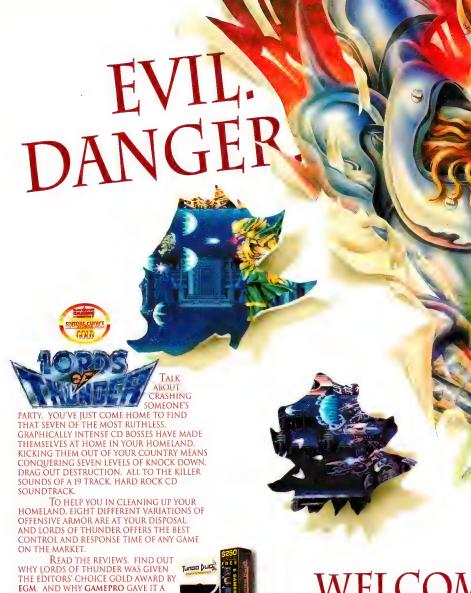
Now on solid ground, battle Giblets, jump deep chasms and watch for Vaders stealing

> life points off your energy meter! The Speeder Bikes await you at the end.

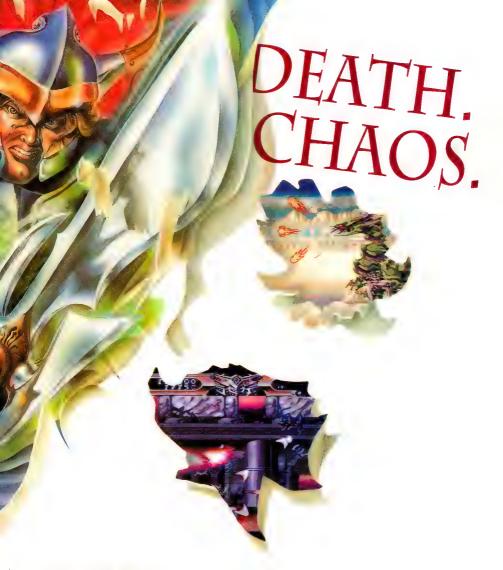


Jump on a Speeder Bike and test your driving skills! Dodge obstacles and use the ramps to

iump chasms. Later Rat Rockets and Pods will drop stones on you!



PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO. WELCON LAN



E HOME DIS.





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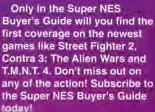
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spectacular maps and tips, so incredible that only the editors of Electronic Gaming Monthly could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue

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SNESS8

LEVEL I Take to the city

streets where ruthless thugs hang out just waiting for an unsuspecting victim to walk through their turf and be victimized.

1-2 MIKE'S CLUB



I-I SKID ROW

LEVEL 2

The fist-flying action continues into the lush and plush neighborhood shops of the super rich. More crazed gangs will pursue our hero, determined to beat him to a pulp.

Your fighting skills here must measure up to the new and tougher gang members that will come out. There are fire-breathing babes, roller-skating knifers, bat-swingers and bikers. That's not all! The boss will deliver fierce overhead blows and will throw his deadly hat when he thinks you're beating him.

FIGHT FAIR?! SURE!



BACK WITH MORE ATTACK!

Double Dragon, the hit arcade game, has now made it to the Game Gear featuring the deadly punch and kick attacks that have made it a classic among fighting game fans.

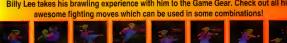
Control Billy through gang-infested areas such as the city streets, urban trains and even the countryside. Danger lurks everywhere so watch your back and fight off the enemies with your martial arts skills, whe the going gets really tough, pick up a weapon or two.

Slip on your brass knuckles and unleash your Double Dragon!





MY MOVES ARE TOO AWESOME FOR REAL FIGHTS! Billy Lee takes his brawling experience with him to the Game Gear. Check out all his



	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	VIRGIN	GAME GEAR	MODERATE	MAY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	100%

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reasons NOT to buy Tyrants

Because I don't like lots of action and violence

Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice

Because I am a follower not a leader and I don't want to be the most powerful person in the worl

Because I don't like games that offer months and months of game play.

Because the idea of traveling through time and conquering nine worlds merely tires me ou

Because I do not have a loin cloth fetish Really

Because I prefer wimpy cartridges that don't have 4 megs of digitized speech

Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

Because I prefer blowing \$59.99 on a cattridge that's all talk, hype and no action

Because I am not worthy of an adventurous resource management game that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION







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HOW TO ENTER:

Send your name, address and phone number on a postcard by September 15, 1993, to: Ex-Mutant Contest (EGM), 1920 Highland Avenue, Suite 222,

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1 GRAND PRIZE:

- Win an appearance in an Ex-Mutants comic as a character!
- Ex-Mutant Game
- Ex-Mutant Signed Comic Book
- Ex-Mutant Button

20 FIRST PRIZES:

- Ex-Mutant Game **20 SECOND PRIZES:**
- Ex-Mutant Signed Comic Book
- 20 THIRD PRIZES:
- Ex-Mutant Button

















EGM LIFESTYLES

THE WHAT'S HOT RESOURCE FOR EGM READERS ONLY

NEWS

A Hero is on the Way

The rumors are true! Sendai Publishing Group, publishers of the biggest and best video game mag, are making final preparations to launch Hero Illustrated.

Shipping in June, Hero will come in two versions: an EGM-sized newsstand ver-

and a slightly smaller edition sold through comic shops that will be packed with such goodies as unique cards, exclusive previews, special covers, and other neat stuff that make the comic book industry so exciting.

It doesn't take a wizard to see Hero will be HOT.



ILLUSTRATED

TTI and EGM team to sponsor Bomberman '93 Play Tour —

Electronic Gaming Monthly, and Turbo Technologies makers of the Duo and the eminently popular Bomberman game - have announced plans for the Bomberman '93 Play Tour.

The tournament will kick off on the consumer day (June 6) of the 1993 Summer Consumer Electronics Show in Chicago. EGM readers are encouraged to participate. After CES, the Play Tour will be held at major shopping malls in seven cities including Los Angeles, Chicago, New York, Dallas,

Philadelphia, San Francisco, and Boston.

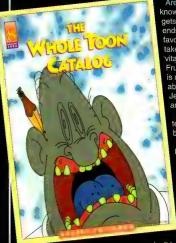
The last Bomberman tournament, held at the Winter CES, was an unqualified success. The tourney generated a huge amount of excitement as players frantically watched the finalists go head to head on a bigscreen television.

"We're very excited to bring the Bomberman '93 Play Tour to EGM readers," said Terry Tang of TTI. Look in next month's EGM

Look in next month's EGM for more details on the soon to be famous Bomberman '93 Play Tour.

ANIMATION

Toon In, Toon On, or Drop In



Are you or do you know someone who ogets up on the week-ends according to a favorite cartoon, takes Bugs Bunny vitamins after eating Fruity Pebbles, and is more passionate about Tom and Jerry than Bill and Al?

If any of these tendencies ring a bell, read on.

Located in Issaquah, Washington, a town just east of Seattle, the Whole Toon Access company houses a curious collection of cartoon, creations, And

you don't have to jump in your Mach 5 replica and race to the Pacific northwest to see this toonish landmark.

Whole Toon Access publishes the Whole Toon Catalog. Printed twice a year, the catalog packs thousands of animated titles in its 90-plus pages.

The best thing about Whole Toon Access is its Dumbo-sized inventory. Enthusiasts can find all types of animation from mainstream Disney, to Japanese anime such as Akira, to classics like Felix the Cat and Dudley Do-Right, and even enigmatic titles like Clutch Cargo. "If it's animated, and we can get our hands on it, you'll find it listed in our catalog," said co-owner Bob Major.

Almost every title listed is available on VHS format, although a growing selection is available on laser disc. Besides the vast video



With all the neat stuff, the colorful Whole Toon Access showroom resembles something out of a Roger Rabbit cartoon.

selection, Whole Toon has more cool toys than Batman. Browsers will have trouble choosing between the now infamous Ren and Stimpy farting dolls, or Bullwinkle boxer shorts, or limited edition collectibles.

If you want to toon into Whole Toon, call them at (206) 391-8747.

ELECTRONICS

Will Barcode Madness hit the U.S?

Don't be surprised if you soon begin seeing kids rummaging through their parents' cupboards in search of...the ultimate warrior.

With the recently introduced Barcode Battler from Irwin, cryptic barcode information from almost any product is translated into energy points, attack factors, and defense ability. "Now when kids walk into a store, they are really walking into a castle, literally filled with thousands of warriors and weapons," said Irwin senior vice president Paul Griffith. Kids battle each other by comparing the relative strength of their barcodes. Players can use superhero cards supplied by Irwin or create their own by cutting out barcodes from product packages and pasting them on blank cards included with their Barcode Battler. Irwin is also preparing cards featuring Marvel Comics heroes.

After the Barcode Battler's Japanese introduction two years ago, kids found that a particular soup brand had a super-powered bar code and the product quickly sold out.



The ingenious idea to convert the ever-present bar codes from more than four million different products was introduced in Japan two years ago. Its popularity almost triggered a noodle shortage.

TOYS

Lego for the 21st Century

Lego has come a long way since Ole Kirk Christiansen first named his hand-painted wooden cars and animals Lego, a contraction that means "play well" in

his native Denmark.

The earliest Lego brick entered the market in 1949. Since then, production has swelled to more than 11 million Lego bricks annually.

As Lego Systems, Inc. continues its growth, it has also become increasingly diverse.

Besides their staple product, Lego bricks, Lego Systems plans to open a number of Lego theme parks around the world. The company currently operates Legoland Park in Billund, Denmark.

The first park outside Denmark will open in 1996 in the United Kingdom near Windsor, and this year, the company will select a site for the first U.S. park, which will open in 1998. The Lego company is currently looking at sites in Norton/ Mansfield

Massachusetts; North Stonington, Connecticut; Prince William County, Virginia; and greater San Diego, California.

Besides theme parks, Lego Systems opened the Imagination Center at the sprawling Mall of America in Bloomington, Minnesota. The attraction showcases the creativity inherent in Lego toys, But it is those highly versatile, brightly colored bricks that have made the Lego name famous worldwide. Lego bricks are made of a

Lego bricks are made of a high-quality, non-toxic plastic that will not lose its color over time. Two standard eight-stud bricks can be combined in 24 ways. Six eight-stud Lego bricks can be combined in nearly 103 million ways. More than ever before, Lego bricks can be combined to create more diverse models and fan-

Their Ice Planet 2002 line.

tastic worlds.

for example, features six collectible models that combine space vehicles with arctic elements highlighted by the Deep Freeze Defender.

The Dragon Masters collection features a fire-breathing dragon in his den, a magician's workshop, and even an entire fortress.

Another intriguing product, the Skulls Eye Schooner contains more than 900 interlocking pieces and includes such details as cloth sails, two working pulley systems, and a compass that really turns.

All of the kits have Lego's well-known built-in flexibility.

and features 60 largescale Lego models, and play areas for children to play with Lego bricks.

Turok's Return Marks Valiant's Rise

Before hailing Valiant's re-introduction of Turok: Dinosaur Hunter, a brief history of this unique character is necessary.

Turok follows in the footsteps of two other popular Valiant titles, Magnus Robot Fighter and Solar. Like those two characters, Turok first appeared in Western Publishing Company comic books in the 1960's.

Magnus was the first Western character to resurface in the pages of a Valiant comic book roughly two years ago. Nearly four months later, Solar debuted.

But it is Turok who occupies a special place in comic book history.

"Turok has generated a great deal of interest in the Native American community," Jim Perham said. "When he first appeared in the Western Publishing comics as Turok: Son of Stone, he was really the only Native American in comics that was treated with respect."

. Although many comics back then were considered hokey by today's standards, Turok stood apart. His roots could be traced to the Plains Indians of the 1880's.

John Hartz, vice president of marketing for Valiant, believes the Turok title and character stand for something special. "Turok holds a special place in the eyes of creative people in comics because they remember those great painted covers and the incredible line art of Alberto Gioletti," he said. Hartz asserts Turok is also



appealing because "It is so open to interpretation, creative teams can do an action/adventure story such as Turok vs. dinosaurs; or some kind of political story dealing with the plight of Native Americans; or even an ecological story on the impact of dinosaurs in today's environment."

From potential storylines. like these, it's apparent

Turok has much more underlying substance than your typical comic book superhero

"Turok is kind of like the Batman in that you can interpret him artistically and through writing in a number of different ways, but he will always remain intrinsically Turok," said Hertz

Despite his depth, Turok also has a very basic appeal

for comic fans. "You have cool elements, things we liked as kids: Indians and dinosaurs," said Hartz."

Turok #1 writer David Micheline predates the storyline from Valiant's XO comics #14 and #15 where a nest of "bionosaurs" dinosaurs pulled through time to 1992 and given a bionic implant - was destroyed by Turok and XO under Times Square in New York City. Turok #1 is set in 1987, with the first few issues filling in what happened during the last five years.

During this period, Turok has difficulty adjusting to not only the technology of the modern world, but also to the prejudices and injustices suffered by his people.

In Issues #4, through #9, the story-line will follow Turok through his battles with the bionosaurs. It will also deal with issues confronting Native Americans in today's society.

Hartz expects sales of Turok to exceed one million, which will make it the best selling Valiant comic book ever.

To honor his return, Turok #1 is highlighted by a hybrid chromium and foil embossed cover. The brilliant drawing of Bart Sears and inking by Randy Elliot is embellished by a cover that is truly unique in an industry deluged with "special covers."

Last Action Hero Should be a Blast

With a number of mega-budget movies ready for summer, Arnold Schwarzenegger should be a big winner for his action-adventure-fantasy film that is a satire of his earlier work.

Sparked by an unprecedented advertising aimmick, the Last Action Hero has the potential to out-gross some of the actor's other

cinematic juggernauts including Terminator and T2.

Furthermore, an unusual ad campaign should give Columbia Pictures, the film's distributor, a unique advantage when megapics including Jurassic Park. Cliffhanger, and Super Mario Bros. debut this summer.

NASA and a consortium of corporations sponsoring the first commercial space mis-

The Last Action Hero, with hype that includes even a rocket launch, will be one of the summer's blockbusters. Starring Arnold Schwarzenegger as Jack Slater, an otherwise invincible juggernaut, Slater's movie world is shaken up when an 11 year old boy is blasted out of his theater seat and into the movie.

commer-

cial and

on the main

fuselage of the rocket and booster rockets as well as on the payload, which will orbit the earth for a minimum of two years conducting microgravity experiments.

The program also features a 900-number through AT&T (1-900-ROCKET). Callers can leave a message that will be sent into space. Also included is a sweepstakes in marketing and distribution said. "Thematically. we think the ad is highly appropriate, in that both the main characters of the movie are transported from one world to another. We're also obviously excited about breaking new ground in the advertising world. And we're thrilled to help underwrite valuable

academic experiments that very likely will help improve the quality of our lives."

The Last Action Hero stars Schwarzenegger as Jack Slater, a movie hero that has never lost a battle on the big screen. But when an 11year-old boy named Danny is magically transported into Slater's movie, the adventure begins.

Teamed with his favorite action hero, Danny gets to live out his wildest fantasies as he crashes cars, flies through windows, and takes on the bad guys in a movie world where anything and everything is possible.

Things get complicated when the movie villains escape to the real world and Slater and Danny must follow. But as Slater deals with the fact that he is a product of a Hollywood screenwriter and now finds himself in Danny's world. where punches hurt and a gun can spell death, he proves he's a

true hero.

Columbia Pictures pulled off a marketing coup when NASA announced its bid was selected from dozens of consumer advertisers to be the first advertiser in space.

sion in U.S. history chose the film to be the first advertiser in space - a slot coveted by dozens of consumer advertisers.

Details of the program include: advertising exposure of the Last Action Here which two grand prize winners, together with Schwarzenegger, will push a button that launches the rocket into space.

Sid Ganis, executive vice president of Columbia Pictures and president of

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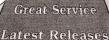


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Contest Winners

Star Wars Contest

Help us Obi-Wan Kenobi! The correct answers to our Star Wars contest are:

1) B 2) A 3) A 4) C 5) B 6) C

Here are the rest of the winners and thanks to all those who entered:



Jeffrey Crosno of Coconut Grove, FL. is the Grand Prize Winner. His face will appear in Super Empire Strikes Back!

First Prize - Darth Vader Mask:

Deshawn Bullinger, Chicago, IL; Stanford O'Brien, Rock Island, IL; Kirk Waterstram, Johnstown, PA; Rich Brandt, Wexford, PA; Jeremiah Colonna-Romano, Stow, MA.

Second Prize - "Making of Star Wars" Video:

Jo Thompson, Santa Rosa, Ca; Claude Barklay, Bartow, CA; Greg Simi, Oakland, CA; David Ferguson, Atlanta,GA; Matthew McGinn, Alexandria, VA.

Third Prize - Star Wars T-Shirt:

Abigail Delk, Ashboro, NC; AnthonyBrowski, Stevensville, MI; Theodore Dobson,Scotsdale, AZ; Max Cookson, Inola, OK; Cynthia Hildebrandt, Bridgeman, MI; Shaun Abraham, Carrollton,TX; Willie Rendon, El Paso, TX; Dom Carlucci, Newtown, CT; Darren Duvall, Riverdale, GA; Guy Taylor, Atascadero, CA.

Andre Agassi Contest

Game, Set and Match to Donna Swope of Littleton, CO. She is the Grand prize winner in our Andre Agassi contest. The Correct answers to our questions were:

A - England;
 B - Forehand;
 C - American Indoor.
 Donna wins a leather jacket with the image of the Andre Agassi tennis box embossed on the back.

First Prize - Andre Agassi Tennis video game from TecMagik:

Jillian Paul, Palmyra,PA; Butch Alexander, Gilmer,TX; Loren Post, Ewa Beach,HI;Art Sauve' Kenner,LA; Fred Bianchini, Mt. Vernon, WA; Juanita Lewis, Greensboro,NC; Josh Fraase, West Fargo,ND; Laurie Griffith, Southfield, MI; Jonna Richison, Gainsville.MO: Denise Schorr. Plymouth.MN.

Second Prize - Andre Agassi fanny Pack:

Seth Laursen, Escondido, CA; James Wurtz, Astoria, NY; Richard Dublin, Columbus, OH; Marti Brown, Benton Harbor, MI; Scott Oakley, Manikan Sabot, VA; Diane Daily, Baltimore, MD; Patrick Mills, Scranton, PA; Elizabeth Wright, Washington, GA; Anne Segura, Gilibert, AZ; Karen Morphis, Woodland Hills, CA; Doug Vybiral, Houston, TX; Joseph Milak, Franklin, NJ; Bernard McAuliffe, Fishkill, NY; George Fitts, W. Columbia, SC; Marlene Motola, Los Angeles, CA; Harriet Ferguson, Charlotte, NC; Willard Prevost, Hamlin, NY; Linda Litalien, Bridgewater, MA; Jim Macicha, Lakeland, FL; Gail Weider, Winston, GA; Betty Babocok, Congress, AZ; Yolanda Hale, Danville, IL; Thomas McClendon, Honolulu, HI; Colleena McHugh, Belmont, CA; Dan Gauvin, Bangor, ME.

Congratulations to all the winners and thank you to all who entered.

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the Month

This Month's Game... SONIC THE HEDGE

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Game

Addam's Family

Adventure Island 2

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Battletoads

Castlevania

Double Dragon 2

Dr. Mario

Godzilla

8 Eyes

Iron Sword

Marble Madness

Paperboy

Rampage

Road Blasters

Robocop

Sqoon

- 2. Danny Tewell
- 3. Heath Stevens 4. Corev Marsh
- 5. Justin Mullins

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6,802,500

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999,990

9 999 990

1.026,600

10.172,458

1 314 416

147,110

191,300

42,999,963

112.081

12,012,210

9,999,990

934,600

Score

161,900

9,999,999

2,712,343

1,777,510

1.161.100

650,000

9,999,900

57,697,125



Send Scores For... TMNT: The Hyperstone Heist All entries by June 15. **WIN BIG WITH EGM!!**

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.

Super Mario Bros. 3 Tetris T.M.N.T. 3 Game

Act Raiser Final Fight Pit Fighter Street Fighter 2 Super Adventure Island Super R-Type Super Smash T.V

Game Score

1943 2,947,360 After Burne 68,588,000 APB 1,002,324 Diner(PIN) 89,220,000 Double Dragon 146,860 Hard Drivin 529,800 Klax 3,205,000 Outrun 49 050 270 Street Fighter II Finished Super Contra 10.640.310

Score

Player Stephen Krogman Edouard Charbonneau Jeff Arensmeyer Jason Klinge Jeff Adkins Edouard Charbonneau Richard Sauther **David Wright** Kelly McKenzie Jeff Adkins Jason Turka Glenn Stockwell Stephen Krogman Raiph Barbagallo Jason Turka Glen Stockwell Sergio Stugar **Richard Sauthe** Rick Lice

Player T.J. Rappel **David Wright** Mike Mullins Carlton Barnes Francis Ibanez Jeff Adkins David Rumsey **Christopher Sims**

Plaver

Brian Chapel November Kelly Greg Gibson Steve Ryno Andy Baran Jerry Landers Leong Su Chin Dan Lee Stephan Krogman Martin Alessi

Came

After Burner Altered Beast Black Belt **Double Dragor** Moonwalker The Minis **Pro Wrestling** Rampage R - Type Shinobi Space Harrier 3-D

Game

Batman Buster Douglas Castle of Illusion Curse Desert Strike **Ghouls & Ghosts** Galares Musha Rolling Thunder 2 Sonic the Hedgehog Streets of Rage Toe Jam & Earl

Game

Alien Crush Bloody Wolf Cyber Core Dragon Spirit Fighting Streets Galaga 90 Klax Monster Lair Ninja Spirit Parasol Stars B-Tyne Splatterhouse Super Star Soldler

Score 13.572.900 234,400 999,900 627,000 21,020 1.924.650 996,400 998,155 31 139 300 1,128,500 1.165.750 40,888,900

Score

1,342,200 23.554.640 29,218,800 10,560,300 2,721,500 6,195,100 1 791 041 155,997,820 2,682,810 9,999,990 999 990 999

Score

999,999,900

35,764,000

9,999,900

639,670

1,590,900

1 504 140

3,460,750

561,090

99,999,900

83,062,560

999 800

99,999,900

13,442,900

Richard Sauther John Stukey Jeff Yonan Tony Constantini Richard Sauther Jim Hakola **Teddy Meadows Curtis Clare** Brian Herrmann Jamison Scott **Richard Sauther**

Player Christopher Sims

Alex Stamos

Rob Slegmann

Todd Feller

Vince Tennant

Vince Tennant

Vince Tennant

Christopher Sims

Christopher Sims

Brian Gaudreault

Todd Bustillo

David Flores

Player

Christopher Sims

Player

Barry Bowman Rikky Graham Josh Winter Randy Lewis **Dennis Crowley** Jeff Yonan Jonathon Paleologos Paul Cinker Mike Curran Justin Haworth Chris Nygaard Chris Nygaard Jeff Yonan

Rules - All scores on TMNT: The Hyperstone Heist must be received by June 15,1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

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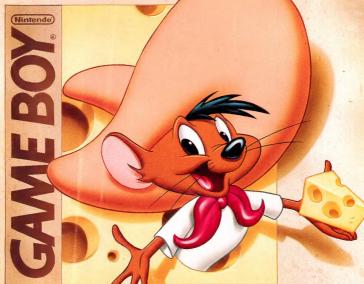
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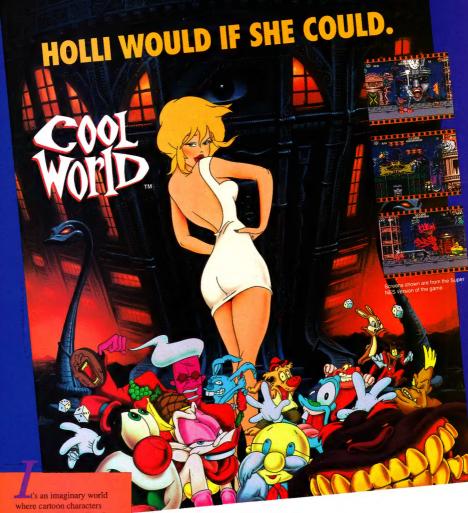
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where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

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